

For

YOSHI'S STORY™

Eggs-ellent
Walkthroughs!

Elizabeth M. Hollinger
James M. Ratkos

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YOSHI'S STORY

Prima's Unauthorized
Game Secrets

Elizabeth Hollinger
James Ratkos

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Introduction

WELCOME TO THE WORLD OF YOSHI'S STORY! IF YOU'VE PLAYED SUPER MARIO WORLD OR YOSHI'S ISLAND BEFORE, YOU'VE ALREADY BEEN INTRODUCED TO THAT ADORABLE DINOSAUR, YOSHI, AND MANY OF THE ENEMIES AND OTHER CHARACTERS WHO LIVE WITHIN THE PAGES OF THIS GAME. BUT DON'T BE FOOLED—THIS IS NOT ANY OLD MARIO GAME! YOSHI'S STORY INTRODUCES IN GRAND STYLE WHAT IS SOON TO BE KNOWN AS THE 2 1/2-DIMENSIONAL PLATFORM. THIS TYPE OF GAME COMBINES THE TRADITIONAL ELEMENTS OF SIDE-SCROLLING GAME PLAY WITH AN ENTIRELY 3D-RENDERED ENVIRONMENT. FURTHERMORE, TO EMPHASIZE THE 3-DIMENSIONALITY OF THE GAME, THE DESIGNERS HAVE MADE THIS GAME "SCORE-BASED" INSTEAD OF "GOAL-BASED." INSTEAD OF CLEARING A LEVEL BY TRAVELING FROM ONE END TO THE FINISH LINE AT THE OTHER END, YOU HAVE TO MEET CERTAIN CRITERIA (I.E., EATING 30 PIECES OF FRUIT) BEFORE MOVING ON TO THE NEXT COURSE. HOW WELL YOU MEET THAT CRITERIA DETERMINES YOUR SCORE. IN YOSHI'S STORY, SCORING IS BASED UPON WHAT TYPES OF FRUIT YOU EAT, THE NUMBER AND TYPE OF ENEMIES YOU DEFEAT, AND HOW MANY PREMIUM ITEMS YOU PICK UP. YOU CAN TRAVEL THROUGH THE COURSE AS MANY TIMES AS YOU LIKE IN ORDER TO COMPLETE YOUR TASK, AND HOW WELL YOU SCORE DETERMINES THE TYPE OF RANKING YOU RECEIVE IN THE END.

IF YOU ATTACK THE GAME AS A CHALLENGE, THEN WE GUARANTEE THAT YOU'LL HAVE AS GREAT A TIME PLAYING IT AS WE DID. REMEMBER: PICKING UP 30 PIECES OF FRUIT PER COURSE IS EASY, BUT FINDING ALL 30 MELONS AND THE 3 SPECIAL HEARTS IS NOT. UNLESS YOU READ OUR BOOK, THAT IS!

ENJOY YOSHI'S STORY!

Game Basics

The Care and Feeding of Your Baby Yoshi

Advanced Yoshi Acrobatics

CONTROLLING YOSHI ON THE COURSES OF YOSHI'S STORY IS SO INTUITIVE AND EASY THAT IT SEEMS SILLY TO CONCENTRATE ON HIS BASIC MOVEMENTS. WE ALL KNOW THAT YOSHI CAN WALK, RUN, JUMP, AND STOMP THINGS, BUT THERE ARE WAYS THAT YOU USE THESE BASIC FUNCTIONS TO DOUBLE YOUR SCORE AND ENSURE THAT YOUR YOSHIS ARE SUPER HAPPY!

ADVANCED MOVEMENT

IT'S SO EASY TO MAKE YOSHI RUN LEFT AND RIGHT THAT WE OFTEN FORGET ABOUT THE OTHER DIRECTIONS THE 3D STICK CAN MOVE. IF YOU WANT TO COLLECT ALL OF THE ITEMS, YOU'RE GOING TO HAVE TO LEARN HOW TO CRAWL, DUCK, AND LOOK AROUND, AS WELL AS RUN. LOOKING UP IS ONE OF THE MOST IMPORTANT 3D STICK FUNCTIONS. JUST PUSHING THE STICK UP MAKES YOSHI PEER INTO THE SKY AND THE SCREEN SCROLL UPWARD. NINE OUT OF TEN TIMES DOING THIS REVEALS ITEMS TUCKED AWAY AT THE TOP OF THE SCREEN.

Note

THERE ARE SOME SPOTS WHERE DUCKING CAUSES THE SCREEN TO SCROLL DOWNWARD.

DUCKING AND CRAWLING ARE ALSO IMPORTANT, ESPECIALLY IN THE LATER LEVELS OF THE GAME. THERE ARE SOME AREAS THAT YOU CAN ONLY SURVIVE BY CRAWLING UNDERNEATH BUZZ SAWS OR DUCKING TO AVOID ATTACK. BELIEVE IT OR NOT, WHEN ALL OF THE OTHER TECHNIQUES FAIL, THIS IS A GOOD ONE TO CONSIDER!

CONTROLLING YOSHI'S TONGUE

ANOTHER THING THAT YOU MIGHT NOT REALIZE IS THAT YOSHI CAN USE HIS TONGUE FOR THINGS OTHER THAN EATING. WHEN FACED WITH A LOFTY EXCLAMATION MARK BLOCK, IT CAN ACT AS A GRAPPLE, ALLOWING HIM TO CATAPULT HIS WAY EASILY TO THE TOP. YOU CAN ALSO USE HIS TONGUE TO PUSH BALLOONS (AND EVEN STILTED SHY GUYS) INTO A MORE ADVANTAGEOUS POSITION. THIS IS ESPECIALLY HELPFUL WHEN FACED WITH A QUESTION MARK BALLOON SUSPENDED OVER A DEADLY SUBSTANCE.

JUMPING

LIKE ALL PLATFORM GAMES, YOSHI'S STORY IS FILLED WITH AREAS WHERE GOOD JUMPING SKILLS ARE CRUCIAL TO YOUR SUCCESS. PRESSING THE B BUTTON A SECOND TIME ALLOWS YOU TO CONTROL YOSHI'S JUMPS MORE PRECISELY. THIS IS GREAT WHEN YOU'RE FACED WITH A LINE OF TINY PLATFORMS.

Note

YOU CAN ALSO LENGTHEN OR SHORTEN YOUR JUMPS WITH THE 3D STICK. PRESSING DOWN ON THE STICK IN THE DIRECTION YOU'RE JUMPING MAKES THE JUMP LONGER, BUT IT INCREASES THE SKID FACTOR. LETTING GO OF THE 3D STICK ALLOWS YOSHI TO LAND SOLIDLY, BUT IT ALSO SHORTENS THE LENGTH OF THE JUMP.

SUSTAINED JUMPS ALSO PLAY AN IMPORTANT ROLE IN THIS GAME. YOU CAN PERFORM CONTINUOUS SUSTAINED JUMPS BY PRESSING THE B BUTTON IN TIME WITH THE END OF THE LAST JUMP. ANOTHER TRICK IS TO USE THE HEADS OF ENEMIES AS SPRINGBOARDS SO THAT YOU CAN CONTINUE YOUR FLIGHT.

POUNDING THE GROUND

"POUNDING THE GROUND" IS THE ONLY WAY TO UNCOVER THOSE HIDDEN ITEMS THAT YOSHI SNIFFS OUT. BUT IT IS ALSO GOOD FOR DEFEATING CERTAIN MONSTERS AND TURNING SHY GUYS INTO LUCKY FRUIT. EATING A HEART FRUIT MAKES YOSHI'S BUTT BOUNCES EXTRA POWERFUL, SO MUCH SO THAT THEY CAN BREAK ANY BALLOON ON THE SCREEN AND TURN ANY SHY GUY INTO A PIECE OF THE GAME'S LUCKY FRUIT.

Tip

POUNDING THE GROUND ALSO CAUSES ANY SHY GUY ON THE SCREEN AT THE TIME TO CHANGE HIS COLOR. THE COLOR CHANGE CYCLE IS RED-YELLOW-GREEN-BLUE, AND YOU'LL WANT TO USE THIS TO YOUR ADVANTAGE. EATING OR DEFEATING A COLOR-COORDINATED SHY GUY NETS YOU MORE HEART POINTS OR ADDS MORE PETALS TO YOUR SMILE METER.

EGG TOSSING

YOU KNOW THAT EGG TOSSES ARE GREAT FOR DEFEATING ENEMIES AND BREAKING BOXES, BUT DID YOU KNOW THAT THEY HAVE OTHER USES AS WELL? YOU CAN USE EGGS TO COLLECT COINS AND SPECIAL HEARTS, AS WELL AS TO WAKE UP THOSE SLEEPING MISS WARPS.

Tip

AN EGG'S BLAST RADIUS CAN ALSO BE USED TO DEFEAT ENEMIES, AND SO ON. THE SIZE OF THE BLAST DEPENDS ON YOSHI'S MOOD. WHEN HE'S HAPPY, THE FIREWORKS CAUSED BY THE EXPLODING EGG ARE QUITE LARGE AND CAN BE USED TO BEAT SHY GUYS WANDERING AROUND ON OTHER PARTS OF THE FIELD.



Going for the High Score

IT CANNOT BE STRESSED ENOUGH: YOSHI'S STORY IS ALL ABOUT SCORING! UNFORTUNATELY, WITH ITS DUAL SCORING SYSTEM (PETALS VERSUS HEART POINTS), FIGURING OUT HOW TO GET THE BEST SCORE IS SOMETIMES COMPLICATED.

BASICALLY, YOUR JOB IS TO PICK UP 30 PIECES OF FRUIT PER COURSE. WHILE THAT SOUNDS SIMPLE, IT'S NOT. YOU CAN EAT ANY FRUIT YOU WANT, BUT YOU'LL EARN MORE POINTS FOR EATING FRUITS THAT THE YOSHI YOU'RE USING PARTICULARLY LIKES. GREEN YOSHIS LOVE WATERMELONS. YELLOW YOSHIS ARE FOND OF BANANAS, WHILE THE RED AND PINK YOSHIS PREFER APPLES. THE TWO BLUE YOSHIS LIKE GRAPES BEST OF ALL. OF COURSE, ALL OF THE YOSHIS REALLY LIKE THE GAME'S RANDOMLY GENERATED LUCKY FRUIT, BUT IF THEY HAD THEIR PREFERENCE, THEY WOULD EAT NOTHING BUT THE HONEYDEW-STYLE MELONS HIDDEN ALL OVER EACH COURSE. THERE ARE 30 OF THESE PER COURSE AND FINDING ALL OF THEM WILL PUT YOU WELL ON YOUR WAY TO THE COVETED HIGH SCORE!

ITEM

FRUIT
FAVORITE FRUIT (INCLUDING MELONS)
LUCKY FRUIT
HEART FRUIT
EATING A SHY GUY
EATING YOUR YOSHI'S FAVORITE-COLORED
SHY GUY
DEFEATING A SHY GUY
DEFEATING YOUR YOSHI'S FAVORITE-COLORED
SHY GUY
COIN
SPECIAL HEART
MELON

REMAINING YOSHI

HEART POINTS EARNED

1 HEART
3 HEARTS
8 HEARTS
8 HEARTS
1 HEART

3 HEARTS
2 HEARTS

6 HEARTS
1 HEART
100 HEARTS
100 ADDITIONAL HEARTS AT
THE END OF THE COURSE
100 HEARTS

Note

THE HEART POINT VALUE OF THE OTHER TYPES OF ENEMY UNITS VARIES BY ENEMY AND BY LEVEL. ONE THING REMAINS CONSTANT THOUGH: YOU RECEIVE TWICE THE AMOUNT OF HEART POINTS FOR DEFEATING AN ENEMY BY PHYSICAL MEANS THAN BY EATING IT.

Note

THE HIDDEN BLACK AND WHITE YOSHIS LOVE EVERYTHING THAT THE WORLD OF YOSHI'S STORY HAS TO OFFER!

WHILE THE POINTS GIVEN FOR THE FRUIT YOU'VE COLLECTED MAKES UP A LARGE PART OF YOUR SCORE, THERE ARE OTHER ELEMENTS TO GETTING THE BEST SCORE. THE ITEMS COUNTED INTO YOUR SCORE ARE AS FOLLOWS:

FRUIT COLLECTED
NUMBER OF ENEMIES DEFEATED
COINS COLLECTED
SPECIAL HEARTS COLLECTED
MELONS COLLECTED

ALMOST EVERY ITEM AND ENEMY IN THE GAME IS AWARDED A CERTAIN "HEART" POINT VALUE. WHEN YOUR SCORE IS CALCULATED, THESE ARE THE VALUES USED.

Note

THERE ARE SOME ITEMS THAT DO NOT HAVE A HEART POINT VALUE ASSIGNED TO THEM.

IN ADDITION TO HEART POINTS, THERE ARE MANY ITEMS THAT ALSO HAVE "PETAL" POINTS ASSIGNED TO THEM. PETAL POINTS REFER TO THE NUMBER OF PETALS EATING AN ITEM WILL RETURN TO YOSHI'S SMILE METER. THE TABLE BELOW LISTS THE RECOVERY STRENGTH OF THE MOST COMMON ITEMS.

ITEM

FRUIT
MELON
FAVORITE FRUIT
LUCKY FRUIT
HEART FRUIT
SHY GUY
YOUR YOSHI'S FAVORITE-COLORED SHY GUY
BUGS

PETALS EARNED

1 PETAL
3 PETALS
3 PETALS
8 PETALS
8 PETALS
1 PETAL
3 PETALS
8 PETALS

THERE ARE TIMES WHEN YOSHI BUMPS INTO AN ENEMY OR EATS SOMETHING THAT DOESN'T AGREE WITH HIM. THESE EVENTS CAUSE YOSHI TO LOSE PETALS AND BECOME UNHAPPY—SOMETHING THAT YOU WANT TO AVOID AT ALL COSTS!

EVENT

EATING A RED PEPPER
EATING A BAD-TASTING ENEMY
BUMPING INTO AN ENEMY
BUMPING INTO THORNS, ETC
FALLING INTO LAVA, ETC.

PETALS LOST

1 PETAL
1 PETAL
3 PETALS
3 PETALS
ALL

Note IF YOU SHOULD RUN INTO AN ENEMY OR FALL INTO A BRIAR PATCH WHEN YOU ONLY HAVE A PETAL OR 2 LEFT, YOU'LL STILL BE ALIVE, BUT BARELY. MAKE SURE THAT YOU FIND SOMETHING TO HEAL YOSHI QUICKLY!

Items, Items, Items!

LIKE ALL PLATFORM GAMES, YOSHI'S STORY IS FILLED WITH ITEMS—IN THIS CASE THE ITEMS HELP THE YOSHIS IN THEIR QUEST TO RESCUE THE SUPER HAPPY TREE. THE FOLLOWING LIST DETAILS SOME OF THE MORE FREQUENT ONES.



Balloons

THESE ITEMS COME IN 2 VARIETIES: CLEAR AND QUESTION MARKED. THE CLEAR ONES ACT AS LOFTY RECEPTACLES FOR THE DIFFERENT FRUITS ON THE ISLAND, WHILE THE QUESTION MARK BALLOONS HOLD A MYRIAD OF DIFFERENT ITEMS. THE MOST FREQUENT ENCLOSURES INCLUDE MELONS, SWITCHES, AND THOSE S-COIN CHALLENGES. TO UNLEASH THE STUFF HIDDEN WITHIN, MERELY SMACK THE BALLOON WITH AN EGG.

Boxes



THERE ARE 2 ITEMS THAT FIT THIS BILL: THE BLUE QUESTION MARK BOXES AND THE SMALLER BROWN BOXES. DON'T GET THE TWO CONFUSED, AS THEY ARE USED FOR DIFFERENT THINGS! THE BLUE QUESTION MARK BOXES ARE HOME TO MELONS AND WHITE SHY GUYS. YOU CAN UNLOCK THESE ITEMS BY SNIFFING AND POUNDING THE BOX, PUTTING TWO BOXES TOGETHER, DUNKING A BOX INTO WATER, OR HITTING IT WITH AN EGG AND DEFEATING THE MONSTER INSIDE. SNIFFING THE BOX AND THE SURROUNDINGS WILL GIVE YOU ALL OF THE NECESSARY CLUES AS TO WHAT ACTION IS NECESSARY.



THE BROWN QUESTION MARK BOXES ARE USED FOR 3 THINGS: TO START A TIMED MELON RACE, FOR S-COIN CHALLENGES, AND AS A COIN BOX. THE FIRST TWO REQUIRE A MERE HEAD BUTT TO ACTIVATE, BUT THE LATTER IS A LITTLE MORE CHALLENGING. TO RELEASE THE MELON HIDDEN WITHIN A COIN BOX, YOU MUST BUMP THE BOX 10 TIMES WITHOUT INTERRUPTION UNTIL IT BREAKS. THIS SOUNDS EASY, BUT THERE ARE MANY LOCATIONS WHERE YOU'LL HAVE A HARD TIME FINDING A SECURE FOOTHOLD OR KEEPING THE ENEMIES AT BAY LONG ENOUGH.



S-COIN CHALLENGES: ON CERTAIN OCCASIONS YOU'LL RUN ACROSS CERTAIN BOXES AND BALLOONS

FROM WHICH AN EXPLOSION OF 5 COINS BURSTS OUT. COLLECTING ALL 5 COINS BEFORE THEY DISAPPEAR WINS YOU A MELON.

Stones

THROUGHOUT THE COURSES, YOU RUN ACROSS BOTH BLUE- AND BEIGE-COLORED STONE BLOCKS. THE BLUE STONES ARE EASILY BROKEN WITH EGGS AND ARE OFTEN USED TO RESTRICT ACCESS TO CERTAIN AREAS. YOU CAN ALSO SNIFF THEM FOR MELONS OR BREAK THEM TO RELEASE HIDDEN ITEMS. THE BROWN BLOCKS, HOWEVER, ARE PERMANENT FIXTURES OF THE COURSES AND CANNOT BE DESTROYED.



Switches

THESE APPEAR IN 2 FORMS: AS A STOMPABLE

UNIT OR AS TILES. THE ACTUAL SWITCH BOX IS FOUND OUT IN THE OPEN OR HIDDEN IN QUESTION MARK BALLOONS. STEPPING ON IT CAUSES A VARIETY OF ACTIONS TO OCCUR—FROM THE APPEARANCE OF MELONS OR SPECIAL HEARTS TO THE BEGINNING OF TIMER RACES. A TIMER RACE IS WHEN YOU RUN ACROSS A COURSE FROM SWITCH BOX TO SWITCH BOX IN THE PURSUIT OF A PREMIUM ITEM, LIKE MELONS, SPECIAL HEARTS, OR MISS WARPS. THE TILES FUNCTION IN THE SAME WAY, EXCEPT THAT YOU USE AN EGG TOSS TO TRIGGER THE EFFECT. THE ONE THING BOTH SWITCHES HAVE IN COMMON IS THAT THEIR EFFECTS ONLY LAST FOR A SHORT AMOUNT OF TIME. WHEN YOU SEE ONE, BE PREPARED TO HURRY!

Melon Races

THESE OCCUR ON ALMOST EVERY COURSE (SOMETIMES TWICE!) AND ARE A GREAT SOURCE OF MELONS TO THE SWIFT AND DEXTEROUS! LIKE MANY THINGS IN YOSHI'S STORY, YOU'LL FIND TWO KINDS: TIMER RACES (AS OPPOSED TO THE TIMER RACES ABOVE) AND BALANCE



RACES. THE TIMED RACES PUSH YOUR ACROBATIC SKILLS TO THE LIMIT, REQUIRING YOU TO SWIM, JUMP, FLY, OR MERELY TONGUE YOUR WAY AROUND A SET COURSE IN A FIXED AMOUNT OF TIME. DEPENDING UPON YOUR TIME, YOU CAN WIN UP TO 7 MELONS FOR YOUR EFFORTS. THE BALANCE RACES REQUIRE YOU TO CARRY A PRECARIOUSLY BALANCED STACK OF 7 MELON BOXES FROM ONE POINT TO ANOTHER. THE FIRST RACES ARE PRETTY SIMPLE, BUT AS YOU PROGRESS THROUGH THE PAGES MORE OBSTACLES ARE ADDED TO THEM, INCLUDING MOVING PLATFORMS, UNDEFEATABLE ENEMIES, AND EVEN STEPPING STONES TO JUMP FROM. LIKE THE TIMED RACES, YOU CAN WIN UP TO 7 MELONS FOR A CLEAN RACE.

UNDEFEATABLE, WHILE OTHERS OFFER NO POINTS TO THE VICTOR. YOU MAY FIND THAT SOME ENEMIES ARE GOOD FOR BOTH SMILE METER AND EGG RENEWAL, WHILE OTHERS ARE MORE VALUABLE AS A BOOST TO YOUR FINAL SCORE. EXPERIMENT AND FIND OUT WHAT STRATEGY WORKS BEST FOR YOU.

Shy Guys

THE MULTICOLORED HENCHMEN OF BOWSER ARE BACK AND IN GREATER VARIETY THAN EVER! THESE GUYS POP UP EVERYWHERE AND, WITH THE EXCEPTION OF A FEW VARIETIES, CAN BE EASILY BEATEN WITH EITHER AN EGG TOSS OR A SIMPLE STOMP ON THE HEAD. EATING THEM IS ALSO A POSSIBILITY, AND YOSHIS ARE PARTICULARLY FOND OF SHY GUYS WHOSE OUTFITS MATCH THEIR OWN.



♥ REGULAR SHY GUYS: THESE WANDER ABOUT ON ALMOST EVERY LEVEL. SOME CARRY FRUIT WHILE OTHERS ARE JUST A MENACE TO YOSHI SOCIETY.



♥ PROPELLER HEADS: THESE SHY GUYS FLY THROUGH THE SKY WITH THE AID OF LITTLE PROPELLERS ATTACHED TO THEIR HEADS. THE FRUIT-BEARING ONES DISAPPEAR ONCE YOU STEAL THEIR FRUIT. SHOULD YOU RUN INTO A FORMATION OF 4, DEFEATING ALL OF THEM WITH ONE EGG TOSS WINS YOU A MELON!



♥ STILTED SHY GUYS: THESE SHY GUYS OVERSEE THEIR COURSES ON STILTS OF VARIOUS HEIGHTS. YOU CAN KNOCK THEM OFF OR JUMP ON TOP OF THEM.



♥ SHY GUYS ON POGO STICKS: A VARIATION ON THE STILTED SHY GUYS, THESE UNITS HOP AROUND THE COURSE AND CAN JUMP OVER AN ILL-AIMED EGG TOSS. YOSHI CAN EAT THEM, POGO STICK AND ALL.



Hearts

AGAIN, THESE COME IN 2 VARIETIES AND ARE USED FOR DIFFERENT THINGS. THE SMALL HEART FRUITS MAKE YOSHI SUPER-HAPPY AND INVINCIBLE FOR A SHORT PERIOD OF TIME. IN THIS CONDITION, HE CAN THROW AN UNLIMITED NUMBER OF EGGS, RUN INTO ENEMIES WITHOUT TAKING DAMAGE, GULP ITEMS WITH A SUPER-LONG TONGUE, AND BURST BALLOONS WITH A SINGLE BUTT BOUNCE. IN ADDITION, HIS EXTRA-POWERFUL BUTT BOUNCES WILL TURN ANY SHY GUY ON THE SCREEN INTO THE DAY'S LUCKY FRUIT. IF YOU'RE TRYING TO COLLECT 30 OF THEM, THIS IS ONE WAY TO GET THEM.



THERE ARE 3 SPECIAL HEARTS HIDDEN IN EACH OF THE 24 COURSES. THE NUMBER YOU COLLECT DETERMINES THE NUMBER OF COURSES YOU CAN ACCESS ON THE NEXT PAGE. FOR EXAMPLE, IF YOU FIND ONE SPECIAL HEART ON A COURSE IN PAGE 1, YOU CAN PLAY ON COURSES 2-1 AND 2-2 ON PAGE 2. TWO SPECIAL HEARTS LETS YOU PLAY ON THE FIRST 3 COURSES, WHILE GETTING ALL 3 HEARTS OPENS UP ALL 4 COURSES.



Bees

THESE CUTE LITTLE CHARACTERS CAN BE FOUND IN OUT-OF-THE-WAY PLACES IN ALL OF THE COURSES. YOSHI MUST FIND THEM EXTRA-DELICIOUS BECAUSE THEY COMPLETELY REPLENISH HIS SMILE METER!



Miss Warp

JUMPING ON TOP OF THESE SLEEPY LITTLE CREATURES TRANSPORTS YOU TO THE NEXT ACTIVATED ONE IN LINE. ALL YOU HAVE TO DO IS WAKE THEM UP WITH A GENTLE STOMP OR AN EGG TOSS. THERE ARE 4 PER COURSE, AND THEY ARE NOT ALWAYS FOUND OUT IN THE OPEN, ESPECIALLY IN THE LATER LEVELS!



The White Shy Guy

YOU'LL FIND ONE OF THESE HIDDEN ON EACH COURSE IN PAGES 1 TO 5, BUT ONLY IF YOU'VE LOST A YOSHI TO BOWSER JR.'S HENCHMEN. THE BOX, STONE, OR BALLOON IN WHICH IT IS SECRETED WILL NOT APPEAR IF ALL OF YOUR YOSHIS ARE ALIVE. WHEN YOU STUMBLE ACROSS ONE, HE TAGS ALONG AS YOU FINISH CLEARING THE LEVEL. IF YOU DIE BEFORE DOING SO, YOU LOSE HIM. BUT IF YOU COMPLETE THE STAGE, HE APPEARS ON THE YOSHI SELECT SCREEN. CHOOSING HIM CAUSES HIM TO RESCUE A LOST YOSHI FROM BOWSER JR.'S CASTLE AND RETURN HIM TO ACTIVE SERVICE.

Enemies Galore!

YOSHI'S STORY IS FILLED WITH MANY ENEMIES, SOME FAMILIAR AND OTHERS NOT. EACH ENEMY DIFFERS SLIGHTLY FROM THE OTHERS IN ITS POINTS/PETAL VALUE AND IN HOW IT IS DEFEATED. SOME ENEMIES ARE

Teehee Butterflies



THESE GIGGLING LITTLE DEVILS HOVER IN THE AIR CHANGING THEIR COLOR FROM PINK TO BLUE. THE PINK ONES ARE GOOD FOR YOU AND UP YOUR SMILE METER BY 3 TO 8 PETALS DEPENDING ON YOSHI'S COLOR, WHILE SMACKING THEM WITH AN EGG OR JUMPING ON THEM NETS YOU TWICE AS MANY HEART POINTS. BLUE GIVES YOSHI INDIGESTION AND EARNS YOU NOTHING BUT AN UPSET TUMMY.



Lakitu

EVERYONE'S FAVORITE TURTLE ON A CLOUD IS BACK AND ON THE ATTACK AGAIN. IN YOSHI'S STORY, HE CAN BE SEEN TOSsing ROCKS, SPIKED BALLS, AND SLIPPERY PAIRS OF WATER. EVERY ONCE IN AWHILE, HE'LL EVEN THROW OUT A MELON OR 2! KNOCK HIM FROM HIS PERCH WITH AN EGG TOSS, AND YOU CAN COMMANDEER HIS CLOUD FOR A SHORT PERIOD OF TIME!



Raindrops

THESE APPEAR WHEREVER RAIN OR SEWERS ARE PRESENT.

WHILE DANGEROUS IN GROUPS, THESE BOUNCY DROPS OF WATER ARE EASILY DISPERSED WITH A SIMPLE EGG TOSS. BE CAREFUL NOT TO DRINK THEM, THOUGH! THE WATER IS BRACKISH AND MAKES YOSHI QUEASY!



Boos

HERE'S ANOTHER FAMILIAR FACE. IN YOSHI'S STORY, YOU'LL

FIND QUITE A FEW DIFFERENT TYPES OF THESE GHOSTS. THE ORIGINAL ONES STILL PRACTICE THE TRICK OF TURNING SOLID ONLY WHEN YOUR BACK IS TURNED. THEY ARE DEFEATED BY HITTING THEM WITH THE BLAST RADIUS OF AN EGG WHEN YOU'RE NOT FACING THEM.

♥ **BOO CLUSTERS:** THESE CLUSTERS OF GHOSTS, FOUND IN

COURSE 3-3, ARE COMPRISED OF 1 BIG BOO AND 4 SMALLER ONES—AND A MELON! IF YOU CAN MANAGE TO SNAG THE MELON WHILE THEY MIMIC YOUR MOVEMENTS, THEY'LL END UP DISAPPEARING.

♥ **BLOCK BOOS:** THESE BOOS TURN INTO BLOCKS WHEN YOU TURN TO FACE THEM. THEY ARE TOO VALUABLE AS BLOCKS, SO WHY BOTHER DEFEATING THEM?



♥ **BLINDFOLDED BOOS:** THESE GHOSTS ARE UNDEFEATABLE AND CAN TRACK YOU BY MOVEMENT. WALK VERY SLOWLY AND TRY TO AVOID THEIR ATTACKS!



SIMILAR TO THE BASIC BOO EXCEPT THAT WHEN ONE OF THEM IS HARMED (INTENTIONALLY OR UNINTENTIONALLY), THE ENTIRE GROUP GATHERS TO ATTACK.



Peeps

THE PEEPS SWARM AROUND CERTAIN LOFTY COURSES IN A MINDLESS PATTERN. WHILE THEY DON'T GO OUT OF THEIR WAY TO HARM YOSHI, THEY CERTAINLY DON'T WATCH OUT FOR HIM EITHER! ONE BUMP LOSES YOU 3 HEALTH PETALS (OUCH!) AND DEFEATING THEM WITH AN EGG OR A JUMP WON'T ADD TO YOUR SCORE, NOR DOES EATING THEM ADD TO YOUR HEALTH. THEY DO, HOWEVER, MAKE GREAT EGGS THEMSELVES!

Bats

THESE LARGE CREATURES FLOAT IN THE AIR AND ARE MORE OF AN OBSTACLE TO YOSHI'S MOBILITY THAN A THREAT TO HIS LIFE. JUMP OVER THEM (NOT INTO THEM!) OR HIT THEM WITH AN EGG TO REMOVE THEM FROM THE COURSE.



Bomber Birds

FLOCKS OF THESE BIRDS FLY THROUGH SEVERAL OF THE PAGES OF YOSHI'S

STORY, OFFERING FREE RIDES OR HEADACHES TO THE UNOBSERVANT. SCAN THEIR NUMBERS CAREFULLY, AS THEY COME BOTH ARMED AND UNARMED. YOU CAN DEFEAT TRUE BomBER BIRDS WITH AN EGG TOSS BEFORE THEY DROP THEIR EXPLOSIVE CHARGE.



Eels

THE BRIGHTLY COLORED EEL SWIMS THROUGH BOTH JUNGLE

PONDS AND UNDERWATER PASSAGES. YOU CAN ONLY EAT THEM, BUT THAT'S NOT A GREAT HARSHIP. EACH EEL ADDS 2 PETALS TO YOUR SMILE METER AND ANOTHER EGG TO YOUR ARSENAL.

Fish

THESE ARE THE SMALLER AND LESS AGGRESSIVE RELATIVES OF THE GIANT RED AND ORANGE FISH THAT STALK YOU IN COURSE 4-2. YOU CAN EAT THEM FOR ONE PETAL OF RELIEF AND TO REFURBISH YOUR EGG SUPPLY WHILE UNDERWATER.

Piranha Plants



THE PIRANHA PLANT, LIKE THE SHY GUY AND BOO, IS ONE OF THE MAJOR ENEMY UNITS IN THE WORLDS OF BOTH MARIO AND YOSHI. IN YOSHI'S STORY, YOU'LL FIND A VARIETY OF THESE



CARNIVOROUS PLANTS FLOATING AND FLAILING ABOUT. WHILE THEY VARY IN SIZE AND MODE OF ATTACK, THEY HAVE ONE THING IN COMMON: YOU CAN DEFEAT ALL OF THEM WITH A WELL-PLACED EGG TOSS!



Bullet Bill

BULLET BILL IS ANOTHER OLDIE BUT GOODIE! IN YOSHI'S STORY,

YOU CAN STOMP ON THESE TO DEFEAT THEM OR, IF YOU ARE IN NEED OF HEALING, YOU CAN GULP THEM FOR 2 PETALS AND AN EGG!



Page one

Page One: The Beginning

AS YOU WOULD EXPECT, PAGE ONE OF YOSHI'S STORY IS DESIGNED TO INTRODUCE YOU TO THE BASIC SKILLS YOU'LL NEED TO COMPLETE THE GAME. EACH COURSE WILL STRETCH YOUR JUMPING, STOMPING, POUNDING, SNIFFING, AND GULPING SKILLS TO THE LIMIT. MOREOVER, SINCE YOU CAN VISIT ALL OF THE LEVELS WITHOUT GETTING THE PREREQUISITE SPECIAL HEARTS, YOU SHOULD! ALL OF THE COURSES TAKE PLACE IN A DIFFERENT ENVIRONMENT AND INTRODUCE YOU TO CERTAIN SKILLS.



IN COURSE 1-1, POOCHY WILL TAKE YOU ON A WILD RIDE THROUGH HALF OF THE COURSE. DON'T FORGET TO SNIFF AROUND WHEN HE STOPS!



DON'T KNOW WHAT YOU'RE SUPPOSED TO DO HERE? COURSE 1-2 TEACHES YOU ALL OF THE INS AND OUTS OF QUESTION MARK BOXES.



GET READY TO RIDE THE SUPER RAIL LIFT. HERE YOU'LL FIND MELONS GALORE AS WELL AS A FEW NASTY OBSTACLES.



WHAT COULD BE MORE RELAXING THAN FLOATING THROUGH THE AIR WITH AN UMBRELLA? CERTAINLY NOT PINBALLING AROUND A ROOM AS AN EGG!

TIP

DON'T LET THE COURSE NUMBERS FOOL YOU! THE REAL ORDER OF DIFFICULTY (FROM EASIEST TO HARDEST) IS:
COURSE 1-1
COURSE 1-2
COURSE 1-4
COURSE 1-3



THE BEGINNING

Course 1-1: Treasure Hunt

LIKE MOST PLATFORM GAMES—AND YOSHI'S STORY IS NO EXCEPTION—THE FIRST COURSE AREA ALLOWS YOU TO GET A FEEL FOR THE GAME. HERE, YOU RUN, JUMP, SNIFF, AND PUT YOSHI'S TONGUE TO USE TO FULFILL YOUR QUEST FOR 30 PIECES OF FRUIT. THIS COURSE (MUCH LIKE THE OTHER PAGE 1 COURSES) WILL TEACH YOU MANY OF THE SKILLS NECESSARY FOR THOSE "30 MELON RUNS."



IN THE FIRST SECTION OF THIS COURSE, MOST OF THE MELONS APPEAR OUT IN THE OPEN. AT MOST, ALL YOU ARE REQUIRED TO DO TO GULP THESE DELICIOUS FRUITS DOWN IS TO BURST AN OCCASIONAL BALLOON.



THE TRAFFIC GUARD ELEPHANTS JUST WON'T ALLOW YOSHI TO PASS. KNOCKING HIM OFF GUARD WITH A WELL-PLACED HIP DROP ALLOWS YOU TO JUMP OVER THE STOP SIGN AND CONTINUE ON YOUR QUEST FOR FRUIT.



SOME OF THE SHY GUYS ROAMING AROUND THIS COURSE CARRY THOSE TREASURED MELONS. YOU CAN SNATCH THE FRUIT RIGHT OUT OF THEIR HANDS WITH YOSHI'S AGILE TONGUE OR DISPOSE OF THE SHY GUYS FIRST. BEFORE GOBBLING THEM UP OR ELIMINATING THEM WITH AN EGG TOSS, REMEMBER TO "POUND THE GROUND" AND CHANGE THEM TO YOSHI'S FAVORITE COLOR TO MAXIMIZE YOUR SCORE.



YOSHI CAN SCALE THIS WOULD-BE LADDER OF EXCLAMATION MARK BLOCKS BY JUMPING OR USING HIS TONGUE. IF YOU JUMP OFF OF THE TOP EXCLAMATION MARK BLOCK, YOU'LL RELEASE ANOTHER HIDDEN MELON.



THIS IS THE FIRST OF MANY AREAS WHERE YOU'LL FIND A HIDDEN MELON BY SNIFFING IN THE APPROPRIATE SPOT. USE THE R BUTTON TO ZOOM IN AND SNIFF THE SURROUNDING LOCATION. YOSHI BECOMES EXCITED WHEN THEY SMELL SOMETHING. ONCE YOU'VE "ZEROED IN" ON AN AREA, YOU CAN UNCOVER THE TREASURE BY "POUNDING THE GROUND."



Page one



AFTER YOU COLLECT 4 FRUITS IN A ROW OF THE SAME TYPE, A SPECIAL HEART FRUIT APPEARS. GULPING THIS TASTY TREAT FILLS UP YOSHI'S "SMILE METER" AND MAKES HIM INVINCIBLE FOR A SHORT PERIOD OF TIME.



SNIFFING AROUND THE AREA RIGHT IN FRONT OF THE SECOND TRAFFIC GUARD ELEPHANT WILL REVEAL ANOTHER MELON'S HIDING PLACE. "POUND THE GROUND" TO UNCOVER IT AS WELL AS TO TOPPLE THE CROSSING GUARD.



IF YOU RUN THE COURSE WELL, YOU RECEIVE THE PRIZE OF 7 MELONS.



THIS QUESTION MARK BOX OPENS UP THE TIMED RACE FOR THIS COURSE. ONCE YOSHI CROSSES THE STARTING FLAG, HE MUST RUN TO THE RIGHT, OVERCOMING SEVERAL SHY GUYS AND BALLOONS, TO CROSS THE FINISH LINE BEFORE TIME RUNS OUT.



"POUNDING THE GROUND" UNDER THIS COIN WILL REVEAL THE FOURTH AND FINAL HIDDEN MELON ON THIS SECTION OF THE COURSE.



YOSHI CAN RELEASE HIS FRIEND "POOCHY" BY POUNDING THE STAKE HE'S CHAINED TO TWICE.



ONCE FREED, HE'LL "YAP OUT" THE LOCATIONS OF ALL THE HIDDEN MELONS AND THE 3 SPECIAL HEARTS ON THIS COURSE AREA.



THE BEGINNING



THESE LARGE SPECIAL HEARTS OPEN UP THE OTHER COURSES ON THE FOLLOWING PAGE. IF YOU RETRIEVE ALL 3 OF THEM, YOU CAN PICK FROM ALL 4 COURSES ON THE NEXT STORY BOOK PAGE.



YOU CAN GRAB THIS SPECIAL HEART WITH A SUSTAINED JUMP OR BY "POUNDING THE GROUND" TO UNCOVER THE BLUE PLATFORM.



JUMPING UP AND BUMPING THIS QUESTION MARK BOX WITH YOSHI'S HEAD CAUSES 5 COINS TO JUMP OUT. GRABBING ALL 5 BEFORE THEY DISAPPEAR YIELDS A MELON!



THE FINAL SPECIAL HEART IS OBTAINED BY SMASHING THE BLUE STONE BLOCK SUSPENDED IN THE AIR. STOMPING WILL REVEAL A PLATFORM TO LIFT YOSHI CLOSER TO THIS TARGET.



CROSSING THIS POINT IN THE COURSE WILL CAUSE THE LAST MELON TO DROP OUT OF THE SKY AFTER YOU'VE COLLECTED ALL 3 SPECIAL HEARTS.



IF YOU'VE LOST ONE OF YOUR YOSHIS, POPPING THIS QUESTION MARK BUBBLE WILL REVEAL A WHITE SHY GUY WHO CAN RETRIEVE ONE YOSHI ONCE YOU'VE COMPLETED THE COURSE WITH HIM IN TOW.

COURSE 1-1: TREASURE HUNT

Melon Breakdown

TIP

MOST MELONS ARE OUT IN THE OPEN OR SNIFFED OUT BY POOCHY IN THE SECOND SECTION OF THE COURSE.

REVEALED BY POOCHY: 10
RACE: 7
ENEMIES: 6
BALLOONS: 3
SNIFF OUT: 3
5 COINS: 1



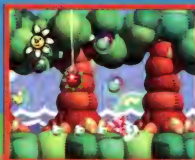
Yoshi's Story



Page one

Course 1-2: Surprisell

THIS COURSE INTRODUCES YOU TO THE WONDERS OF THE QUESTION MARK BOXES. THESE BOXES MAY ALL LOOK THE SAME, BUT THE METHODS USED TO UNLOCK THEIR CONTENTS ARE VARIED INDEED! PAY ATTENTION TO THE INSTRUCTIONS BELOW AND REMEMBER TO ALWAYS USE YOUR NOSE!



UNFORTUNATELY, NONE OF THE PIPES IN THIS COURSE WILL TAKE YOU ANYWHERE. THEY DO, HOWEVER, PROVIDE A NICE RESTING SPOT FROM THE VARIOUS MONSTERS YOU MEET ALONG THE WAY.

BOUNCING ON ALL 5 SEGMENTS OF A CATERPILLAR CAUSES IT TO TURN INTO A MELON. THERE ARE 4 OF THESE WANDERING ABOUT, SO DON'T OVERLOOK THEM!

THESE SPIDERS CAN'T BE DEFEATED, BUT THEY ARE EASILY AVOIDED. MERELY WALK UNDERNEATH THEM AS THEY CRAWL UP THEIR WEB OR HIT THE STRING TO CAUSE A HASTY RETREAT!



THE SHY GUYS HIDING IN THIS TREE GUARD A HIDDEN MELON. SNIFFING AROUND THE TRUNK WILL SHOW YOU WHERE TO "POUND THE GROUND." HOWEVER, THE FORCE OF YOSHI'S STOMP KNOCKS THESE GUYS TO THE GROUND. FIRING OFF AN EGG IN BOTH DIRECTIONS WILL GAIN YOU LOTS OF ENEMY POINTS! (TRY THIS BY MISS WARP #1, TOO!)

THIS QUESTION MARK BALLOON CONTAINS A SWITCH LEADING TO THE FIRST SPECIAL HEART. TRIP THE SWITCH AND THEN FOLLOW THE CLOUD STAIRS TO THE TOP!



COURSE 1-2: SURPRISE!!



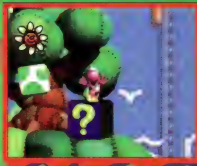
THE BEGINNING



THIS COURSE ALSO INTRODUCES THE INFAMOUS "BALANCE RACE." THIS KIND OF RACE, WHICH YOU SEE MUCH OF IN LATER COURSES, CALLS FOR YOU TO BALANCE 7 BOXES OF MELONS AS YOU MAKE YOUR WAY TO THE FINISH LINE. THE SECRET IS TO TAKE A FEW STEPS BACKWARD, CAUSING THE MELONS TO TIP FORWARD, BEFORE HEADING TOWARD THE GOAL. IT IS ALSO A GOOD IDEA TO CLEAR THE RACE TRACK OF ENEMIES BEFORE YOU START.



SMELLING ON THIS YELLOW TUBE RELEASES THE SECOND SPECIAL HEART!



THIS PART OF COURSE 1-2 IS LITTERED WITH QUESTION MARK BOXES, AND YOU HAVE TO FIGURE OUT WHICH OF THREE METHODS WILL UNLOCK THE MELONS THEY HOLD. THE BEST WAY TO PROCEED WITH ALL QUESTION MARK BOXES IS TO HAVE YOSHI SMELL THEM FIRST. IF HE BREAKS INTO DANCE, THEN YOU CAN SAFELY POUND THEM TO RELEASE A MELON (OR OTHER PREMIUM ITEM). THE FIRST QUESTION MARK BOX IN THIS SECTION IS SUCH AN EXAMPLE. THE OTHER TWO METHODS ARE DESCRIBED BELOW.



WHEN SMELLING A QUESTION MARK BOX FAILS TO EXCITE YOSHI, YOU KNOW YOU HAVE TO GET CREATIVE. IN THIS COURSE, TOSSEING AN EGG AT THE ODORLESS QUESTION MARK BOX (LIKE THE SECOND ONE IN THIS SECTION) CAUSES A BALLOON-IN-THE-BOX TO POP OUT. SMACKING HIS X-SHAPED BANDAGE WITH 2 EGGS WILL MAKE HIM BURST, THUS FREEING THE MELON HE'S HOARDING.



COURSE 1-2: SURPRISE!!



Page one



BURSTING THE QUESTION MARK BALLOON LETS YOU TAKE THIS INFLATABLE PLATFORM TO THE THIRD SPECIAL HEART!



AFTER THE SOOTHING PATTERN OF MELON BOX-BALLOON-IN-THE-BOX, THESE 2 BOXES MIGHT THROW YOU FOR A LOOP. ANOTHER WAY TO GET AT THOSE BOXED UP MELONS IS TO PUSH 2 TOGETHER. KEEP THIS IN MIND WHENEVER YOU FIND 2 QUESTION MARK BOXES CLOSE TO ONE ANOTHER!



LOST A YOSHI? JUST POUND THIS BOX TO RELEASE THE MYSTERIOUS WHITE SHY GUY!



STEALING THE MELONS FROM THESE FLYING SHY GUYS IS LIKE TAKING CANDY FROM A BABY!



POPPING THIS QUESTION MARK BALLOON RELEASES 5 COINS. GRAB ALL 5 BEFORE THEY DISAPPEAR AND YOU'LL BE REWARDED WITH A MELON!



THE THIRTIETH MELON IS HIDDEN IN THE FINAL QUESTION MARK BALLOON, OF COURSE.

THE YOUNG OF THIS PROUD MOTHER ARE EASILY CONFUSED AND WILL FOLLOW ANYONE WHO SEEMS LIKE MOM. THEY MAKE A GREAT EGG SUBSTITUTE EXCEPT FOR THE FACT THAT THEY HAVE A MIND OF THEIR OWN ONCE AIRBORNE.



Melon Breakdown

TID

QUESTION MARK BOXES COUNT FOR ALMOST A THIRD OF THE MELONS FOR THIS COURSE!

QUESTION MARK BOXES: 9

RACE: 7

ENEMIES: 6

BALLOONS: 3

IN OPEN: 2

SMELL OUT: 2

5 COINS: 1



THE BEGINNING

Course 1-3: Rail Lift

COURSE 1-3 IS HOME TO THE GREAT CLOUD RAILROAD! AFTER ALL, THIS WOULDN'T BE A PLATFORM GAME IF IT DIDN'T REQUIRE YOU TO JUMP FROM ONE SMALL MOVING PLATFORM TO ANOTHER! PRACTICE YOUR MOVES ON THE FIRST RAIL LIFT YOU RUN INTO—'CAUSE THE REST YOU HAVE TO RIDE WITHOUT A NET!



THIS COURSE OPENS SIMPLY ENOUGH. IN THE FIRST SECTION THERE ARE 5 MELONS FOR YOU TO COLLECT. CAN YOU FIND THEM ALL?



BURSTING THE QUESTION MARK BALLOON HIDING IN THE TOPS OF THE PALM TREES RELEASES A SWITCH BOX. TRIGGERING THE SWITCH OPENS UP A COURSE OF EXCLAMATION MARK BLOCKS AND CLOUDS. QUICKLY CLIMB TO THE TOP TO FIND THE FIRST SPECIAL HEART AND ANOTHER SWITCH BOX!



JUMPING ON THE SECOND SWITCH BOX EXTENDS YOUR TIME AND ALLOWS YOU TO USE THE CLOUDS AS A SHORTCUT TO THE TOP OF THE HILL. CHOOSING NOT TO TAKE THE SHORTCUT MEANS THAT YOU'LL HAVE TO SCALE THE MOUNTAIN AND DEFEAT MANY TEEHEE BUTTERFLIES ON YOUR WAY.

COURSE 1-3: RAIL LIFT



Page one



THE GROUND BELOW THIS RAIL LIFT SYSTEM MAKES IT A GOOD PLACE TO PRACTICE FOR WHAT LIES AHEAD. YOU ENCOUNTER 4 MELONS ON YOUR WAY AND THOSE BOTHERSOME SUPER BALLS. DON'T GET SO DISTRACTED BY THE ONE THAT YOU FORGET ABOUT THE OTHER! ON THIS RAILWAY YOU ALSO FIND YOUR FIRST DIRECTION SWITCH. HITTING THE HANDLE WITH AN EGG ALLOWS YOU TO TRAVEL IN A DIFFERENT DIRECTION ON THE TRACK.

THE HILL IN THE MIDDLE OF THIS COURSE MAKES BALANCING THOSE 7 BOXES OF MELONS A BIT MORE CHALLENGING. IF YOUR TOWER STARTS LEANING TOO FAR IN ONE DIRECTION, TRY MOVING YOSHI THE OTHER WAY TO COUNTERACT THE EFFECT. IF YOU NEED A WHITE SHY GUY, YOU'LL FIND ONE HIDDEN IN THE ROAMING QUESTION MARK BALLOON IN THE MIDDLE OF THE SECTION.



AFTER CHOMPING ON THE MELON DANGLING ABOVE, BURST THE QUESTION MARK BALLOON TO RELEASE THE SECOND SPECIAL HEART. YOU HAVE TO TIME YOUR THROW WELL (OR AIM FOR THE SWITCH'S TRIGGER) OR THE SUPER BALL WILL DEFLECT YOUR EGG AWAY.

SEE THAT STATIONARY QUESTION MARK BALLOON? WELL, DON'T TOUCH IT YET!!! IT HOUSES THE SWITCH FOR A TIMER RACE, AND YOU WANT TO GET THE LAY OF THE LAND BEFORE ATTEMPTING IT.



THIS RAIL LIFT IS PRETTY EASY TO CROSS. USE THE SUSTAINED JUMP FUNCTION TO LINE YOURSELF UP WITH THE MOVING CLOUDS, AND USE AN EGG TO TRIP THE DIRECTION SWITCH TO GET TO THE END OF THE RAILROAD, WHERE YOU FIND THE THIRD SPECIAL HEART.



THE BEGINNING



BEFORE TRAVELING ON THE NEXT SEGMENT OF TRACK, BE SURE TO PICK UP ALL OF THE EGGS YOU FIND LYING ON THE GRASS. YOU NEED ALL OF THEM TO TRIGGER THE DIRECTION SWITCHES THAT LIE ALONG THE RAIL LIFT TRACK. FAILING TO HIT EVEN ONE OF THESE SWITCHES WILL CAUSE THE CLOUD TO SLIP OFF THE TRACK AND FALL INTO THE VOID, TAKING YOSHI WITH IT! IF YOU AIM WELL, YOU'LL HAVE A SMOOTH RIDE TO THE END!



READY FOR THE TIMER RACE? TAKE THE WARPS TO MISS WARP #3 AND THE BEGINNING OF THE COURSE. POP THE QUESTION MARK BALLOON TO RELEASE THE TIMER SWITCH AND GET READY TO HUSTLE. THE GOAL HERE IS TO GET TO THE END OF BOTH RAIL LIFT SEGMENTS BEFORE THE TIME RUNS OUT. ALONG THE WAY YOU CAN EXTEND YOUR TIME BY STEPPING ON OR THROWING EGGS AT SPECIALLY PLACED TIMER SWITCHES. YOUR REWARD FOR GETTING TO THE END ON TIME IS THE COURSE'S FINAL 2 MELONS.



Melon Breakdown

TIP

THOSE SWINGING MELONS ON THE SUPER RAIL LIFTS MAKE UP ALMOST HALF OF THIS COURSE'S MELONS!

- RAIL LIFT: 13
- RACE: 7
- BALLOONS: 4
- ENEMIES: 2
- SMELL OUT: 2
- TIMER: 2



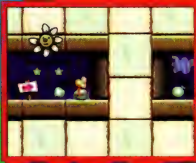
Yoshi's Story



Page one

Course 1-4: Tower Climb

LIKE THE COURSE'S NAME IMPLIES, YOU'LL HAVE TO FINE-TUNE YOSHI'S JUMPING AND FLOATING SKILLS AS HE SOARS TO GREAT HEIGHTS THROUGHOUT THE SECTIONS OF THIS COURSE. IN ADDITION, YOU'LL FIND NEW OBJECTS TO USE, SUCH AS THE UMBRELLA, PROPELLER PADS, STEAM CLOUDS, AND TULIPS.



USING THE PROPELLER PADS, YOSHI CAN NAVIGATE UPWARD BETWEEN THE TALL BUILDINGS. RUNNING TO THE END OF THIS CORRIDOR REVEALS 2 MELONS THAT YOSHI CAN RETRIEVE WHEN HE'S MAKING HIS WAY BACK DOWN THE OTHER SIDE (SEE BELOW).



IGNORE THE UMBRELLA FOR NOW AND JUMP OVER IT FROM THE MESSAGE BLOCK TO THE OTHER SIDE OF THE GAP TO REACH THIS MELON.



MAKE YOUR WAY BACK TO THE LEFT SIDE OF THE GAP AS YOSHI DESCENDS. SNIFFING UNDER THIS COIN REVEALS WHERE A MELON IS HIDDEN.



JUST DOWN AND TO THE LEFT OF THE ABOVE AREA IS WHERE YOSHI CAN RETRIEVE THE 2 MELONS HE UNCOVERED FROM THE WALL'S OTHER SIDE.



WHILE YOSHI IS GETTING HIS SECOND WIND BETWEEN THE 2 CANNONS, HE CAN PICK UP YET ANOTHER HIDDEN MELON BY "POUNDING THE GROUND" BENEATH THE COIN.



YOU CAN UNCOVER ANOTHER WHITE SHY GUY TO RESCUE ONE OF YOUR YOSHI'S BY SMASHING THIS BLUE BRICK BLOCK. REMEMBER, A WHITE SHY GUY WILL ONLY APPEAR IF YOU'VE LOST A YOSHI.



THE BEGINNING



FARTHER DOWN AND BACK ON THE RIGHT SIDE, ANOTHER MELON LIES HIDDEN BENEATH THE COIN. SNIFF IT OUT, THEN REVEAL IT WITH A WELL-PLACED HIP DROP.



IN THIS ROOM FILLED WITH EXCLAMATION MARK BLOCKS, 3 MELONS CAN BE CLAIMED BY BURSTING THE 2 QUESTION MARK BALLOONS AND SNATCHING UP THE ONE SUSPENDED IN THE MIDDLE OF THE ROOM.



"POUNDING THE GROUND" ON THIS QUESTION MARK BOX REVEALS A POT THAT TAKES YOSHI TO THE TRIAL AREA FOR THIS COURSE.



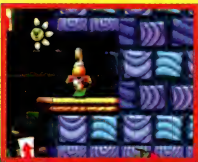
YOU MUST USE WELL-TIMED, REPEATED SUSTAINED JUMPS TO WIN THE 7 MELONS IN THIS TRIAL. YOU MUST START YOUR JUMP PRIOR TO CROSSING THE STARTING LINE OR THE RACE WILL END BEFORE IT BEGINS.



AFTER EXITING THE TRIAL AREA, MANEUVER YOSHI TO THE RIGHT AND DOWN. BENEATH THIS COIN, ANOTHER MELON LIES HIDDEN. BRING IT OUT INTO THE OPEN BY "POUNDING THE GROUND."



POOCHY SHOWS UP ONCE AGAIN TO "BARK OUT" THE LOCATION OF ANOTHER HIDDEN MELON.



IN THIS CRAMPED AREA, ANOTHER HIDDEN MELON LIES UNDER THE FLOATING COIN. IF YOU PERFORM A QUICK HIP DROP, YOU'LL BRING THIS FRUIT OUT INTO THE OPEN.

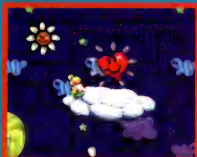


FARTHER UP THIS VERTICAL CORRIDOR, PAST THE BLAZING CANNON, LIES THE FIRST SPECIAL HEART OF THIS COURSE.

COURSE 1-4: TOWER CLIMB



Page one



SWALLOWING THE FLOWER PORTION OF THE TULIP ALLOWS YOSHI TO PROPEL HIMSELF ACROSS THE SCREEN LIKE A PINBALL. USE THIS ABILITY TO REACH THE UPPER PORTIONS OF THIS AREA AND RECOVER THE 3 MELONS RESTING ON THE SMALL CLOUD BANKS. THE SECOND SPECIAL HEART IS ALSO LOCATED IN THIS ROOM. YOU CAN FIND IT BY PROPELLING YOSHI TO THE UPPER-RIGHT CORNER OF THE ROOM OR BY JUMPING FROM CLOUD TO CLOUD.



THIS ROOM IS LIKE A SAUNA! THE HOT AIR BLASTS FROM THE CLOUDS WILL SEND YOSHI SOARING UPWARD. RIDE THE PUFFS OF HOT AIR TO REACH THE 3 CLOUDS HIGH ABOVE. DO A HIP DROP BELOW THE COIN SUSPENDED OVER EACH OF THEM TO REVEAL A HIDDEN MELON.



THE THIRD AND LAST SPECIAL HEART CAN BE OBTAINED BY "RIDING" THE STEAM CLOUDS UP THE LEFT-HAND SIDE OF THIS ROOM.



THE FINAL MELON ON THIS COURSE IS HIDDEN INSIDE THE QUESTION MARK BALLOON ON THE ROOFTOP OF THE BUILDING ON THE RIGHT SIDE OF THE ROOM.

Melon Breakdown

Tip

THE LOCATIONS OF ALL THE HIDDEN MELONS CAN BE IDENTIFIED BY THE SINGLE COIN FOUND SUSPENDED ABOVE THEM.

SMIFF OUT: 8
IN OPEN: 7
RACE: 7
BALLOONS: 6
REVEALED BY POOCHY: 1
5 COINS: 1



Page two

Page Two: Cavern

THE 4 COURSES ON THIS PAGE ALL TAKE PLACE UNDERGROUND. THE FIRST TWO ARE SET IN AN UNDERGROUND CAVERN FILLED WITH LAVA AND MANY STRANGE, PREHISTORIC CREATURES, WHILE COURSES 2-3 AND 2-4 ARE LODGED IN A MAZE OF SEWER PIPES. THIS PAGE IS SLIGHTLY MORE DIFFICULT THAN PAGE ONE, WITH LARGER MONSTERS AND MORE PUZZLES. IF YOU'RE LUCKY AND VERY ADVENTUROUS, YOU MIGHT EVEN FIND A BLACK-AND-WHITE YOSHI EGG!



COURSE 2-1 IS HOME TO THE GIANT BONE-O-SAURS. ITS FLAMING BREATH CAN SCORCH YOSHI IF HE DOESN'T KEEP OUT OF ITS WAY!



THE BLARGGS AREN'T THE ONLY DANGEROUS THING IN THIS COURSE! ACCIDENTALLY LANDING IN COURSE 2-2'S RIVER OF MOLTEN LAVA SCORES AN IMMEDIATE TRIP TO BOWSER JR.'S CASTLE IF YOU AREN'T CAREFUL.



COURSE 2-3'S LABYRINTH OF SEWERS WILL CONFUSE AND BAFLE YOU. CAN YOU FIND YOUR WAY TO THE 3 SPECIAL HEART CHAMBERS?



FINDING ALL 30 MELONS IN COURSE 2-4 WILL REQUIRE YOU TO READ POOCHY'S MIND. YOU DO UNDERSTAND "YAPPING," DON'T YOU?

TIP

DON'T LET THE COURSE NUMBERS FOOL YOU! THE REAL SEQUENCE OF DIFFICULTY (FROM EASIEST TO HARDEST) IS:

- COURSE 2-2
- COURSE 2-1
- COURSE 2-3
- COURSE 2-4

Page two

Course 2-1: Bone Dragon Pit

THESE DEEP, DARK CAVES ARE HOME TO THE BONE-O-SAURS (SKELETON DINOSAURS). BUT DON'T LET THEIR FEROCIOUS ROARS AND FIERY BREATH SCARE YOU AWAY. THEY ARE EASILY BEATEN WITH 2 EGG TOSSES!



LIKE MOST OF THE MELONS ON THIS COURSE, YOSHI HAS TO SNIFF THEM OUT TO LOCATE THEM. IN THIS AREA, NOT ONLY DOES YOSHI FIND A MELON, BUT 5 PAIRS OF COINS AS WELL!



MOVING ALONG TO THE RIGHT, THIS QUESTION MARK BALLOON POPS OUT OF THIN AIR RIGHT IN YOSHI'S PATH. TOSS AN EGG AT IT TO RELEASE THE MELON WITHIN.



JUST TO THE RIGHT OF MISS WARP #1, BURIED IN THE GROUP OF PARACHUTING PIRANHAS, YOU'LL FIND A MELON FLOATING DOWN AS WELL. IF YOU AREN'T ABLE TO GET IT BEFORE IT FLOATS OFF THE BOTTOM OF THE SCREEN, DON'T DESPAIR! IT REAPPEARS AT THE TOP IF YOU WAIT LONG ENOUGH.



POOCHY SHOWS UP IN THE STRANGEST PLACES! HERE HE'S MORE THAN HAPPY TO POINT OUT THE LOCATION OF THE FIRST SPECIAL HEART.



SNIFFING IN THE PATCH OF SUNLIGHT THAT STREAMS DOWN FROM ABOVE INDICATES AN AREA FOR YOU TO "POUND THE GROUND" AND REVEAL A SET OF PLATFORMS. CLIMB THEM SO THAT YOSHI CAN COLLECT THE MELON AND STOCK UP ON EGGS.



ONCE YOSHI ENTERS THIS AREA, LAKITU FLIES OUT AND ASSAULTS HIM BY HURLING DOWN ROCKS AT HIM. TAKE CAREFUL AIM AND PUT HIM OUT OF COMMISSION WITH A WELL-PLACED EGG. REMEMBER TO SNIFF OUT THE SMALL SUNLIT AREA NEXT TO THE EGG BOX TO UNVEIL A SURPRISE!



CAVERN



JUMPING ON HIS (LAKITU'S) CLOUD, YOSHI CAN RIDE IT UP TO THE SECRET AREA ABOVE. THE POT UP THERE LEADS YOSHI TO THE CAVE OF A 3-HEADED BONE-O-SAUR. REMEMBER, EACH HEAD REQUIRES 2 SHOTS TO KNOCK IT OUT. SUCCESS WILL YIELD 3 MELONS FOR YOUR EFFORTS!



IF YOU'VE LOST ONE OF YOUR YOSHIS PRIOR TO REACHING THIS POINT IN THE GAME, BLASTING THE BOTTOM BLUE STONE BLOCK HERE UNCOVERS A WHITE SHY GUY THAT YOU CAN USE TO RETRIEVE IT.



THE MOVING PLATFORMS HERE ACT AS ELEVATORS OF SORTS. IN ADDITION TO CHECKING OUT THE CAVE ON THE RIGHT, BE SURE TO GRAB THE 2 MELONS FLOATING OUT IN THE OPEN.

THIS POT TAKES YOSHI TO THIS COURSE'S BALANCE RACE. IF YOU REMOVE THE TWO SHY GUYS PRIOR TO RELEASING THE BOXES OF MELONS, WINNING THIS RACE—AND THE 7 MELONS!—WILL BE MUCH EASIER.



SMIFFING AROUND DEFINITELY GETS YOSHI EXCITED ABOUT SOMETHING, BUT "POUNDING THE GROUND" DOESN'T SEEM TO REVEAL ANYTHING. IF YOU THINK OF THE GROUPING OF COINS AS A TARGET...



COURSE 2-1: BONE DRAGON PIT

Page two



LIKE THE FIRST SECTION OF THIS COURSE, THERE ARE PLENTY OF MELONS HIDDEN HERE. YOU SHOULD KNOW BY NOW THE SIGNS OF WHERE TO SNIFF. DON'T FORGET THE 2 FLOATING OUT IN THE OPEN!



USE THE POWER OF THE TULIP TO PROPEL YOSHI UP THE NARROW VERTICAL CORRIDOR. POP THE QUESTION MARK BALLOON TO REVEAL THE FABLED BLACK-YOSHI EGG! COMPLETING THE COURSE WITH THE EGG IN TOW INCREASES YOUR NUMBER OF LIVES BY ONE.



STOMP ON THIS QUESTION MARK BOX AND A POT APPEARS IN ITS PLACE. YOU CAN ONLY ENTER THE AREA THROUGH THE POT ONCE, SO MAKE SURE TO STOCK UP ON EGGS. YOU NEED A MINIMUM OF 4 TO BREAK THROUGH THE BLUE STONE BLOCKS THAT BLOCK THE CORRIDOR.



ONCE YOU MAKE IT PAST THE 4 STONE BLOCKS AND REACH THE 3-HEADED BONE-O-SAUR, YOSHI WILL PROBABLY BE SHORT ON MELONS. HOW CAN YOU POSSIBLY DEFEAT THIS BEAST WITHOUT THE 6 REQUIRED MELONS? STOMP EACH HEAD OUT WITH A COUPLE OF BUTT BOUNCES, AND YOU'LL WIN THE SECOND SPECIAL HEART! BY THE WAY, YOSHI CAN RETREAT TO THE TOP OF THE PIT TO TAKE ADVANTAGE OF THE SUNFLOWER'S RESTORATIVE ABILITIES IF HIS "SMILE METER" STARTS TO RUN LOW.



CAVERN



THE LAST SPECIAL HEART BECOMES VISIBLE FOR A SHORT PERIOD OF TIME AFTER THE QUESTION MARK SWITCH ON THE OTHER SIDE OF THE WALL IS TRIGGERED. IT'S JUST A SHORT JOURNEY DOWN AND AROUND TO COLLECT IT BEFORE THE TIMER EXPIRES.

Melon Breakdown



TIP

CLUES TO THE LOCATION OF THE HIDDEN MELONS LIE IN THE SMALL PATCHES OF SUNLIT THAT STREAM DOWN FROM HOLES IN THE CAVE'S CEILING.

BALLOONS: 8

RACE: 7

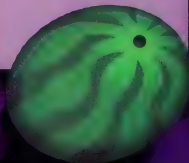
SMELL OUT: 8

3-HEADED

DINOSAUR: 3

IN OPEN: 3

5 COINS: 1



Page two

Course 2-2: Blargg's Boiler

THIS COURSE TAKES PLACE IN A DARK, UNDERGROUND TUNNEL FILLED WITH MOLTEN LAVA. UNLIKE THE BLARGGS, HOWEVER, WHO SEEM TO FLOURISH IN THIS ENVIRONMENT, THE BABY YOSHIS DO NOT FARE WELL IN LAVA BATHS. MAKE SURE TO WATCH CAREFULLY WHERE YOU WALK AND AVOID FALLING IN!



THIS COURSE IS NAMED AFTER LAVA-DWELLING MONSTERS KNOWN AS THE BLARGGS. WHILE THESE MONSTERS DO NOT DIRECTLY ATTACK YOU, WHEN THEY JUMP OUT OF THE LAVA, THEY CAN TEMPORARILY PREVENT YOU FROM JUMPING OVER GAPS.



THE FIRST SPECIAL HEART IS SITUATED OUT IN THE OPEN, SUSPENDED OVER A FLOATING BONE. YOU CAN EITHER HIT IT WITH AN EGG OR REST ON THE BONE JOINT UNTIL YOU CAN TOUCH IT.



THE FIRST 2 MELONS ARE EASY ENOUGH TO PICK UP, BUT THE THIRD YOU'LL HAVE TO SNIFF OUT. THE AREAS MARKED WITH A SINGLE GOLD COIN SURE LOOK SUSPICIOUS, DON'T THEY? MAKE SURE THAT YOU CHECK OUT EVERY ONE OF THEM!



BE CAREFUL WHEN CROSSING THE BRIDGES LEST YOU ACCIDENTALLY RUN INTO A FIREBALL OR LAVA SPOUT. BOTH OF THESE WILL KNOCK SEVERAL PETALS OFF OF YOSHI'S SMILE METER.



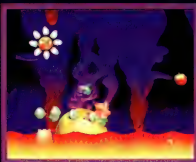
THIS BUGLIKE MONSTER SHOOTS FIRE BALLS THAT CAN TRAVEL A PRETTY LONG WAY. YOU CAN DEFEAT HIM EASILY BY JUMPING ONTO HIS BACK OR GULPING HIM UP!



CAVERN



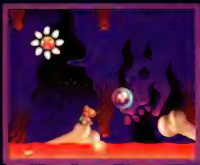
THIS QUESTION MARK BALLOON HOLDS ONE OF THOSE 5 COIN RACES. THROWING AN EGG FROM THE VERY EDGE OF EITHER BONE WILL ALLOW YOU TO GET ALL 5 COINS (AND THE MELON!) BEFORE THEY FALL INTO THE LAVA.



CONTROLLING THESE BOCCI BALLS IS ACTUALLY PRETTY EASY ONCE YOU GET THE HANG OF IT. ALL YOU HAVE TO DO IS WALK IN THE OPPOSITE DIRECTION YOU WANT THE BALL TO ROLL IN (THAT IS, WALKING BACKWARD MAKES THE BALL ROLL FORWARD). TO MAKE THE BALL STOP, MERELY JUMP UP AND LAND ON THE VERY TOP OF THE BALL.



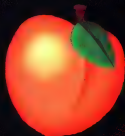
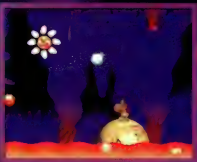
A BLARGG GUARDS THIS SPECIAL HEART, MAKING IT EVEN MORE DIFFICULT TO REACH. SINCE IT IS NOT NECESSARY TO PERSONALLY COLLECT EACH HEART, WAIT UNTIL THE BLARGG HAS RETREATED AND TOSS AN EGG AT IT.



THE MELON HIDDEN IN THIS QUESTION MARK BALLOON IS DIFFICULT TO GET, SINCE THE BONES SINK PRETTY QUICKLY AND YOU CAN'T BREAK THE BALLOON FROM ONE OF THE MORE STATIONARY BRIDGES. YOU WILL HAVE ENOUGH TIME, HOWEVER, TO TOSS AN EGG AND GULP THE MELON IF YOU DO IT FROM THE MIDDLE OF THE LARGER BONE AND DON'T PANIC!



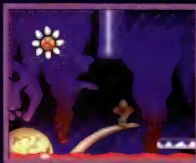
THIS SECOND RUN ON THE BOCCI BALL IS A LITTLE MORE DIFFICULT THAN THE LAST. AS YOU ROLL THROUGH THE LAVA STREAM, FLYING SHY GUYS SWOOP DOWN ON YOU AND TAUNT YOU WITH THE MELONS THEY CARRY. IF YOU TIME YOUR TRIP WELL, YOU CAN GULP EACH MELON AS YOU ENCOUNTER EACH SHY GUY. IF YOU HAPPEN TO GRAB THE SHY GUY INSTEAD OF THE FRUIT, DON'T WORRY. WHEN YOU BACKTRACK FROM THE END OF THE COURSE OR REPEAT IT FROM MISS WARP #3, THE MELONS WILL REAPPEAR, SUSPENDED IN MIDAIR!



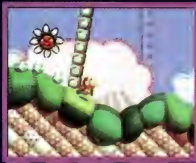
COURSE 2-2: BLARGG'S BOILER

Page two

COURSE 2-2: BLARGG'S BOILER



POUND THE GROUND UNDER THIS TUBE FOR A MELON AND THEN TRAVEL THROUGH IT TO THE COURSE'S RACE TRACK!



A BIG HILL AND A LITTLE HILL INCREASE THE CHALLENGE OF THIS BALANCE RACE SOMEWHAT. IF YOU'VE LOST A YOSHI, LOOK FOR THE QUESTION MARK BALLOON CONTAINING A WHITE SHY GUY MIDWAY THROUGH THE COURSE.



IF YOU CHOOSE TO BYPASS THE RACE, YOU GET TO CONTEND WITH A SCREEN FULL OF MOVING PLATFORMS AND A ROAMING BLARGG GUARDING A LONE MELON. WATCH YOUR STEP!!!



YOU CAN FETCH THE THIRD SPECIAL HEART EITHER PERSONALLY OR WITH AN EGG.



IN THE EXCITEMENT OF REACHING MISS WARP #4, DON'T FORGET TO SNIFF UNDER THAT SINGLE COIN. THAT'S WHERE YOU'LL FIND THE COURSE'S FINAL MELON!

Melon Breakdown



TIP

MOST OF THE MELONS ARE EITHER OUT IN THE OPEN OR ARE HIDDEN IN SPOTS MARKED WITH A SINGLE GOLD COIN.

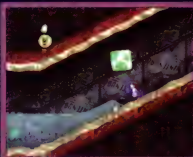
SNIFF OUT: 8
RACE: 7
BALLOONS: 5
ENEMIES: 5
IN OPEN: 4
5 COINS: 1



CAVERN

Course 2-3: Jelly Pipe

THE FIRST TIME YOU WORK THROUGH COURSE 2-3 IT SEEMS LIKE A TWISTING AND CONFUSING MAZE OF PIPES. ON YOUR SECOND PASS, YOU'LL SEE THAT IT'S REALLY NOT SO BAD. MELONS CAN BE FOUND EVERYWHERE IN THE COURSE, BUT THERE ARE A FEW THAT ARE NICELY HIDDEN AWAY.



JUST BECAUSE YOU'RE STANDING ON THE SHORE DOESN'T MEAN THAT YOU'RE SAFE FROM THIS WATERY MONSTER'S ATTACK. ITS RANGE OF ATTACK OVERLAPS ONTO THE SHORE A LITTLE BIT, SO BE SURE TO DEFEAT IT WITH A HIP DROP FIRST BEFORE GOING FOR THOSE EGGS.



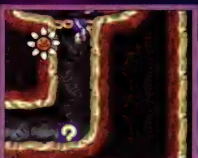
THE COURSE'S FIRST MELON IS LOCKED IN THIS COIN BOX. KEEP HITTING IT WITHOUT PAUSE UNTIL IT BREAKS AND RELEASES THAT PRECIOUS FRUIT. IF YOU STOP (OR GET SIDETRACKED BY A WATER DROPLET) AND THEN TRY TO CONTINUE, THE MELON WILL NOT APPEAR.



AS YOU MAKE YOUR WAY THROUGH HERE, BE SURE TO KEEP YOUR HEAD DOWN AND AWAY FROM THOSE SPIKES ON THE CEILING. SNIFFING IS A GOOD WAY TO MAINTAIN A LOW LEVEL IN THE WATER.



SNIFFING THIS QUESTION MARK BOX INDICATES THAT THERE IS A MELON INSIDE. BEFORE YOU BREAK IT, HOWEVER, PUSH IT TO THE END OF THE HALL AND USE IT TO HOIST YOURSELF INTO THE SPECIAL HEART CHAMBER ABOVE. WHILE YOU'RE THERE, DON'T FORGET TO SNIFF OUT A HIDDEN MELON!



COURSE 2-3: JELLY PIPE

Page two



HEY! THERE'S SOMETHING IN HERE!



IF YOU PLAYED COURSE 1-2, THEN YOU KNOW HOW VERSATILE THESE QUESTION MARK BOXES ARE. IN THIS LEVEL, YOU CAN BREAK THEM, COMBINE THEM, OR PUSH THEM INTO THE WATER TO RELEASE THEIR CONTENTS. THIS LOOKS LIKE A GOOD PLACE FOR A DIPI!



TAKE A GOOD LOOK UP AND YOU'LL SEE AN EXCLAMATION MARK BLOCK LEADING TO ANOTHER SUBMERSIBLE QUESTION MARK BOX.

COURSE 2-3: JELLY PIPE



THIS VASE LEADS YOU TO THE SECOND SPECIAL HEART CHAMBER. UNFORTUNATELY, YOU HAVE TO DEFEAT THE SLUG LIVING HERE FIRST. HITTING IT THREE TIMES ON THE LIPS DOES THE TRICK AND MAKES THE SECOND HEART APPEAR!



THIS PIPE LEADS TO SECTION TWO, WHERE THE FUN REALLY BEGINS!



THESE BOO CLUSTERS GUARD A PRECIOUS MELON. THEY WILL MIRROR EVERY MOVE YOU MAKE, SO BE CAREFUL AS YOU TRY TO GULP THAT PIECE OF FRUIT! THEN BREAK THROUGH THE BLOCKS AND MAKE YOUR WAY UP THE SERIES OF PIPES.

YOSHI CAN EAT THESE SPINY CREATURES OR JUST HIT THEM WITH AN EGG.



CAVERN



THERE'S NOTHING LIKE FINDING A WHOLE ROOM OF MELONS AT THE TOP!



BREAKING THROUGH THIS WALL OF STONE LEADS YOU TO A ROOM OF QUESTION MARK BALLOONS FILLED WITH MELONS! YUMMY!

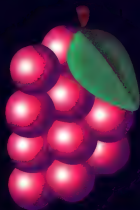
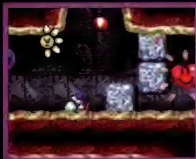


AFTER NAVIGATING THROUGH TUNNELS OF BOO CLUSTERS AND SPINY ROCKS (DID YOU SNIFF OUT THE HIDDEN MELON?), THIS PUZZLE SHOULD BRING YOU MUCH-NEEDED RELIEF. ALL YOU HAVE TO DO IS PUSH AND FALL. AT THE BOTTOM OF THE PIPE, YOU'LL FIND ITS COMPANION QUESTION MARK BOX AND THE RESULTING TASTY SNACK.



WHILE WE'RE AT IT, LET'S TAKE CARE OF THE OTHER LONE QUESTION MARK BOX. TRAVEL UP THE NARROW CORRIDOR PAST MISS WARP #3 AND YOU'LL FIND YOURSELF TRAPPED! THE QUESTION MARK BOX ITSELF IS LOOKING A LITTLE PARCHED, SO LET'S PUSH IT DOWN THE CENTRAL STAIRCASE TO THE POOLS OF WATER BELOW. THIS IS MORE TIME-CONSUMING THAN DIFFICULT, SO JUST STICK WITH IT. THE HIGH SCORE YOU'LL GET FROM HAVING FOUND ALL 30 MELONS WILL MAKE ALL YOUR LABOR WORTHWHILE.

Page two



ONCE AGAIN, POOCHY LEADS THE WAY BY POINTING OUT THE LOCATION OF A HIDDEN SET OF PLATFORMS. TAKE THEM TO THE TUNNEL LEADING TO THE THIRD SPECIAL HEART CHAMBER. ALONG THE WAY, YOU'LL FIND 2 MELONS (ONE HIDDEN AND ONE IN THE OPEN) AND THAT FINAL HEART. IF YOU'RE IN NEED OF YOSHI RESCUING, YOU'LL FIND A WHITE SHY GUY IN THE BLOCKS PROTECTING THE HEART.

COURSE 2-3: JELLY PIPE



Melon Breakdown



TIP

THERE'S NO RACE IN THIS LEVEL, BUT MELONS FOUND IN EITHER CLEAR BALLOONS OR QUESTION MARK BALLOONS MAKE UP ALMOST HALF OF WHAT YOU NEED.

BALLOONS: 12

QUESTION MARK BOXES: 6

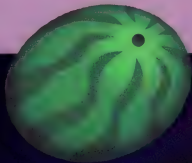
ENEMIES: 5

SMELL OUT: 4

IN OPEN: 1

COIN BOX: 1

5 COINS: 1



CAVERN

Course 2-4: Torrential Maze

THIS COURSE ISN'T AS DIFFICULT AS IT IS CONFUSING. IT CONSISTS OF A NETWORK OF CORRIDORS AND SEWER PIPES, AND YOU MAY FIND YOURSELF TRAVELING AROUND IN CIRCLES IN THIS COURSE! AND, JUST TO MAKE THINGS A LITTLE MORE INTERESTING, CASCADING WATERS MAKE STAND-ING STILL IN CERTAIN AREAS NEARLY IMPOSSIBLE!



FROM THE START, MOVE YOSHI UPWARD AND TO THE RIGHT UNTIL YOU REACH THE ROOM FILLED WITH PROPELLER PADS, RIDING ONE ALL THE WAY TO THE TOP PRESENTS YOSHI WITH AN EXIT TO THE RIGHT. THE FIRST SPECIAL HEART IS FOUND IN THE CORRIDOR JUST BELOW THE EXIT.



THE CORRIDOR ABOVE THE FIRST SPECIAL HEART DEPOSITS YOSHI HERE. USE THE WISPS OF SMOKE TRAVELING BETWEEN THE WALL DUCTS TO CLIMB INTO THE AREA ON THE RIGHT. RIDE THE PLATFORMS UP AS FAR AS YOU CAN, THEN SLIDE OVER TO THE LEFT TO GRAB THE 2 MELONS PARACHUTING DOWN.



THERE IS ANOTHER MELON BELOW THE ONE SHOWN HERE. JUMP ON THE SMOKE TRAILS TO GOBBLE IT UP, THEN MAKE YOUR WAY THROUGH THE SEWER TUNNEL.



AS YOU MOVE THROUGH THIS AREA, BE CAREFUL WHERE YOU STEP. FALLING THROUGH THE HOLES HERE IS CERTAIN DEATH, AND THE CASCADING WATER CAN MAKE JUMPING FROM PLATFORM TO PLATFORM A LITTLE TRICKY.



TO THE RIGHT OF THE QUESTION MARK BOX, YOSHI ENCOUNTERS AN EGG BOX AND SOME PLATFORMS TO CLIMB UP. GRAB AT LEAST 4 EGGS, THEN MAKE THE CLIMB AND BLAST ALL THE BLUE STONES YOU FIND TO YOSHI'S LEFT. BLASTING THE TOP LEFT-MOST STONE BLOCK RELEASES A TIMER THAT REVEALS A CLOUD BANK ENABLING YOSHI TO PUSH THE QUESTION MARK BOX OVER THE EDGE OF THE PLATFORM. NOW CAN YOU PUSH THE 2 BOXES TOGETHER TO RELEASE 2 MELONS.



COURSE 2-4: TORRENTIAL MAZE

Page two



YOSHI WILL HAVE TO USE THE VINES HANGING DOWN TO CROSS THIS AREA. BE WARY OF THE SLUGS THAT MOVE UP AND DOWN SOME OF THE VINES. YOU CAN INCREASE THE SWINGING MOTION OF THE VINES BY USING THE ANALOG STICK IN RHYTHM TO THE DIRECTION THE VINES ARE MOVING. YOUR REWARD FOR ALL THIS PERSISTENCE; A BLACK-YOSHI EGG!



AS YOSHI CASCADES DOWN THE FLOODGATE PATHWAYS WITH THE RUSH OF THE RAPIDS, MAKE SURE TO POP THE QUESTION MARK BALLOONS WITH EGGS. THESE EXCLAMATION MARK BLOCKS GIVE YOSHI A PERCH TO STAND ON AND TAKE A MUCH-NEEDED BREATH. JUMP FROM ONE TO THE OTHER TO REACH THE ROOM ON THE LEFT AND BUST THE QUESTION MARK BALLOON TO ACQUIRE THE SECOND SPECIAL HEART.

THE SEWER PIPE UNDER THE AREA CONTAINING THE SECOND SPECIAL HEART DEPOSITS YOSHI HERE.



POP THE QUESTION MARK BALLOON TO REVEAL A EXCLAMATION MARK BLOCK JUST BELOW THE SEWER PIPE THAT DUMPS YOSHI OUT IN MIDAIR. USE THIS POST TO GAIN ACCESS TO THE ROOM SHOWN. IF YOU'VE LOST ONE OR MORE OF YOUR YOSHI'S, POPPING THE QUESTION MARK BALLOON FLOATING WITHIN THIS AREA FREES THE

WHITE SHY GUY WITHIN. GRAB HIM AND COMPLETE THE LEVEL TO RETRIEVE ONE OF THE LOST YOSHI'S FROM THE CASTLE!



BY NOW YOU PROBABLY FEEL LIKE YOSHI'S BEEN RUNNING IN CIRCLES AND GETTING NOWHERE. THE TRICK HERE IS TO JUMP TO THE LEDGE ABOVE. YOU CAN NUDGE THE QUESTION MARK BALLOON INTO A BETTER POSITION BEFORE "EGGING IT". USE THE EXCLAMATION MARK BLOCK WITHIN IT TO GET TO THE TOP. A SUSTAINED JUMP WILL WORK IF THE EXCLAMATION MARK BLOCK ISN'T ACTIVATED IN AN AREA THAT MAKES IT EASY TO JUMP UP THERE.



CAVERN



ON THE PLATFORM WITH THE 3 COINS ON IT LIES THE ONLY HIDDEN MELON YOU HAVE TO SNIFF OUT ON THIS COURSE.



YOSHI WILL HAVE TO ACT QUICKLY TO GRAB UP ALL 5 OF THE BOUNCING COINS THAT EXPLODE FROM THIS QUESTION MARK BOX WHEN IT'S BUMPED. GET ALL 5 TO WIN A MELON!



REMEMBER TO USE THE SUSTAINED JUMP WHEN YOSHI IS FALLING DOWN THE LONG VERTICAL PASSAGES. OPENINGS LEAD TO SMALL CAVES LIKE THIS ONE WITH MELONS AND OTHER PRIZES. "POUND THE GROUND" TO ELIMINATE THIS WATERY FIEND.



THIS ROOM, LIKE MANY YOU'VE BEEN IN BEFORE, REQUIRES GOOD TIMING TO JUMP FROM SMOKE TRAIL TO SMOKE TRAIL TO THE SMALL PLATFORM HIGH ABOVE. THE THIRD SPECIAL HEART AND A MELON ARE TUCKED AWAY IN THE CEILING RECESSES.

IN THE AREA WHERE YOU FIND POOCHY LIES A SNIFF SPOT WHERE AN EGG TOSS TO THE CEILING BRINGS FORTH A TULIP. TURN YOSHI INTO AN EGG AND PROPEL HIM UPWARD TO THE SEWER PIPE AT THE TOP OF THE TUNNEL. INSIDE YOU'LL FIND 8 QUESTION MARK BALLOONS BOUNCING AROUND. BURST THEM ALL TO GRAB UP ANOTHER 8 MELONS.



COURSE 2-4: TOWERIAL MAZE

Melon Breakdown

MAKE SURE YOU EAT ANY MELON THAT YOU RELEASE. SOME MELONS DISAPPEAR FOR GOOD ONCE YOU LEAVE THE SCREEN.

BALLOONS: 11
QUESTION MARK BOXES: 4
IN OPEN: 6
IN JELLO: 3

PARACHUTING: 2
SNIFF OUT: 1
5 COINS: 1

Yoshi's Story

33

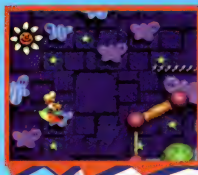
Page three

Page Three: Summit

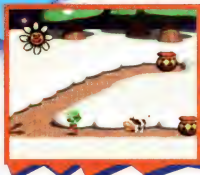
PAGE 3, THE MIDPOINT OF YOSHI'S STORYBOOK, CELEBRATES THE SKY AND OTHER AIR-RELATED THINGS. HERE YOU'LL HAVE THE CHOICE OF TRAVELING THROUGH A CLOUDY SKY ON THE BACK OF A BALLOON SNAKE, SPRINGING YOUR WAY TO THE TOP OF A LARGE TINKERTOY™ CONSTRUCTION, OR WANDERING THROUGH 2 WINTRY LANDSCAPES. WHICHEVER PATH YOU CHOOSE, BE PREPARED TO DEAL WITH ONE OF 4 SUB-BOSSES ONCE YOU'VE COLLECTED YOUR 30 FRUIT!



IN COURSE 3-1, YOU JOURNEY THROUGH THE CLOUDS ON THE UNDULATING BACK OF A DRAGON. I HOPE HE'S FRIENDLY!



IN THE SECOND OF PAGE 3'S COURSES, YOU SURF FROM TOWER TO TOWER ON A SMALL LEAF. DON'T FALL OFF!



COURSE 3-3 TAKES PLACE IN THE CHILLY MOUNTAIN AIR, WHERE POOCHY WANTS TO LEAD YOU TO ALL OF THE MELONS YOU COULD EVER WANT!



WHAT ARE GIANT CENTIPEDES DOING IN A WINTER WONDERLAND?! IN COURSE 3-4, CREATURES LIKE THIS MAKE YOU WANT TO LOOK BEFORE YOU LEAP!

TIP



DON'T LET THE COURSE NUMBERS FOOL YOU! THE REAL ORDER OF DIFFICULTY (FROM EASIEST TO HARDEST) IS:

- COURSE 3-2
- COURSE 3-1
- COURSE 3-3
- COURSE 3-4



SUMMIT

Course 3-1: Cloud Cruising

IN THIS FIRST COURSE OF PAGE 3, YOSHI SOARS TO NEW HEIGHTS IN THIS CLOUD-BOUND WORLD. ADDITIONALLY, YOU CATCH A RIDE ON A DRAGON, BATTLE SWARMS OF BUMBLE BEES, AND RACE AGAINST THE CLOCK FOR MELONS!



RIGHT FROM THE START OF THIS COURSE, YOU HAVE TO LEARN HOW TO MANEUVER USING THE CANDY CANE-STRIPED SNAKES. WHILE CATCHING A RIDE ON THEM IS PRETTY STRAIGHTFORWARD, YOSHI HAS TO MAKE LITTLE HOPS ON TOP OF THEM TO CAUSE THEM TO CHANGE DIRECTION AND GO WHERE YOU WANT.



THERE ARE PLENTY OF MELONS SUSPENDED IN THE AIR THAT CAN BE GRABBED UP AS YOU PASS. JUST REMEMBER NOT TO GET SO CAUGHT UP IN GULPING THEM THAT YOU SEND YOUR SNAKE GLIDING HEADFIRST OFF THE BOTTOM OF THE SCREEN.



THE TELL-TALE EXCITEMENT THAT YOSHI DISPLAYS WHEN HE SNIFFS HERE TELLS YOU WHERE TO "POUND THE GROUND" FOR THIS COURSE'S ONLY HIDDEN MELON.



IT TAKES ONLY A FEW JUMPS AND SWITCHBACKS TO MAKE YOUR WAY UP TO THE CLOUD BANK HIGH ABOVE, WHERE YOU FIND MISS WARP #1.



WITH JUST A FEW HOPS TO LEFT OF MISS WARP #1, YOSHI IS AN EGG TOSS AWAY FROM ACQUIRING THE FIRST SPECIAL HEART.



ANOTHER SNAKE RIDE TAKES YOSHI TO THE END OF THE FIRST SECTION OF THIS COURSE. JUST BE CAREFUL TO DODGE THE HOVERING SHY GUYS THAT CLOG UP THE SKIES.



Page three



SEE ALL THOSE SHY GUYS FLYING IN THE BACKGROUND? GET READY, 'CAUSE WHEN THEY START THEIR RETURN TRIP YOU'LL BE RIGHT IN THEIR PATH! USE THE EGG BOX TO ARM YOURSELF AND ELIMINATE THEM ALL TO WIN 5 MELONS.



JUMPING INTO THE DESCENDING PIPE TRANSPORTS YOSHI INTO THIS CLOUD-FILLED ROOM. PERFORMING A HIP DROP ON THE CLOUD JUST ABOVE THE LEFT SUNFLOWER REVEALS THE SECOND SPECIAL HEART.



THIS DRAGON TAKES YOSHI THROUGH THE LAST PORTION OF THE COURSE. HITTING THE PARACHUTING SWITCH BOX OPENS UP A CLOUD STAIRWAY THAT LEADS TO THIS COURSE'S MELON RACE SECTION.

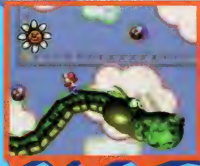
YOU WON'T ENCOUNTER THIS ROVING QUESTION MARK BALLOON UNLESS YOU'VE ALREADY LOST ONE OR MORE YOSHI'S. POPPING IT RELEASES THE WHITE SHY GUY WITHIN.



SUMMIT



YOU NEED AT LEAST 3 EGGS TO COMPLETE THIS TIME TRIAL. THE OBJECT IS TO CLIMB THE CLOUDS AND PLATFORMS TO REACH THE TOP BEFORE THE SWITCH BLOCK TIMER EXPIRES. ON THE WAY UP BE SURE TO GRAB THE 2 MELONS SITTING ON THE CLOUDS BECAUSE YOU WON'T GET A SECOND CHANCE ONCE THE TIMER STOPS TICKING!



BEATING THE ODDS AND THE TIMER PUTS YOSHI AT THE TOP OF THE CLOUD LADDER WHERE 7 MELONS AND THE LAST SPECIAL HEART AWAIT. IT'S NOT OVER YET! GULP DOWN ALL 7 MELONS BEFORE THE TIMER RUNS OUT OR THE CLOUDS WILL DISAPPEAR AND YOSHI WILL PLUMMET BACK DOWN TO THE BEGINNING OF THE COURSE!!

USE THE BUMBLE BEES TO REPLENISH YOSHI'S EGG SUPPLY, AND SHOOT DOWN THE LAST OF THE QUESTION MARK BALLOONS TO REVEAL THE LAST 4 MELONS ON THIS LEVEL.

Melon Breakdown

Tip

BE SURE TO GRAB UP THE PARACHUTING MELONS ONCE YOU POP THE QUESTION MARK BALLOONS. ONCE THEY FLOAT OFF THE SCREEN, THEY'RE GONE FOR GOOD.

IN OPEN: 20
ENEMIES: 5
BALLOONS: 4
SNIFF OUT: 1



Page three

Course 3-2: The Tall Tower

COURSE 3-2 IS A TALL WORLD FILLED WITH SPRINGS, SPOOLS, BASEBALLS, AND MONSTERS OF VARIOUS SHAPES, SIZES, AND FEROCITY. THE BIG ITEMS, LIKE SPECIAL HEARTS, MISS WARPS, AND HIDDEN MELONS, ARE LOCATED IN OUT-OF-THE-WAY NOOKS THAT ARE LIKELY TO BE MISSED AS YOU TRAVEL UP THE MAIN PART OF THE COURSE. BE SURE TO EXPLORE EVERYWHERE! THERE'S A WHITE YOSHI EGG AT STAKE!



THE FIRST 2 MELONS ARE HIDDEN IN EXTREMELY OUT-OF-THE-WAY PLACES. THE TOPS OF THESE HOUSELIKE BLOCKS ARE NATURAL SPOTS FOR HIDDEN TREASURE, ALTHOUGH IT'S USUALLY OF THE GOLD VARIETY.



THE FIRST SPECIAL HEART IS HIDDEN IN A LITTLE NICHE ON THE FAR RIGHT OF THE SCREEN. YOU HAVE TO SPRING OVER A TALL SPIRE OF SPOOLS TO REACH IT, THOUGH.



LOOKING FOR A MISS WARP? YOU'LL HAVE TO TRAVEL TO THE FAR LEFT TO FIND HER.



EATING THE BUD OF THIS TULIP CHANGES YOSHI INTO AN EGG FOR A SHORT WHILE. A MELON AND THE WHITE SHY GUY ARE LOCATED ON THE TWO PLATFORMS ABOVE. TO GET THEM, YOU NEED TO MAKE GOOD USE OF THE B BUTTON (WHICH CHANGES YOSHI BACK TO HIS ORIGINAL FORM), LEST YOU OVERSHOOT THE FIRST PLATFORM.



WHEN YOU GET ABOUT HALFWAY UP THE COURSE, YOU RUN INTO—OR, RATHER, THEY RUN INTO YOU!—A FLOCK OF PEEPS. THESE LITTLE YELLOW BIRDS TRY THEIR HARDEST TO HINDER YOU AND KNOCK PRECIOUS PETALS FROM YOUR SMILE METER. EATING THEM INCREASES YOUR EGG CACHE, BUT NOT YOUR HEALTH.



THE WHITE YOSHI EGG IS SECRETED
IN A QUESTION MARK BALLOON
FLOATING AROUND THE BOTTOM-
LEFT CORNER OF THE COURSE. I
WONDER HOW YOU GET THERE?



IN THIS SECTION, A SERIES OF SPIRES IS REACHED WITH THE HELP OF A SIMPLE LEAF. THE NET OF CLOUDS AND SPOOL STRUCTURES BELOW MAKE EXPERIMENTATION WITH THE LEAF BOAT PRETTY SAFE.



TAKE THIS VASE (IDDEN INSIDE A QUESTION MARK BALLOON) TO THIS COURSE'S MELON RACE. THIS TIME YOU ARE RACING ACROSS THE VOID ON A LEAF. IF YOU'VE PRACTICED ENOUGH ON THE PREVIOUS SCREEN, YOU KNOW THAT THE FASTEST WAY ACROSS IS TO KEEP THE LEAF FROM DIPPING TOO MUCH AND TO MAINTAIN A STRAIGHT AND LEVEL COURSE. IF YOU CAN DO THAT, YOU'LL WIN ALL 7 MELONS WITHOUT A PROBLEM!



THE SECOND SPECIAL HEART IS
SUSPENDED BETWEEN THE SECOND
AND THIRD SPIRE. JUST FOLLOW THE
TRAIL OF COINS TO SNAG IT!



THE THIRD AND FINAL SEGMENT OF THE COURSE REQUIRES YOU ONCE AGAIN TO CLIMB TO THE TOP OF THE TOWER. THIS SECTION IS FILLED WITH BASEBALLS INHABITED BY RAVENS. THESE MOLELIKE CREATURES WALK AROUND THE PERIMETER OF THE BALL WAITING TO KEEP YOSHI FROM PASSING BY.

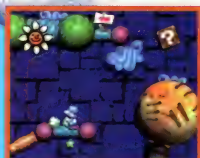


SHIFFING THE TOP RUNG OF THIS
"LADDER" UNCOVERS A
HIDDEN MELON!

Page three



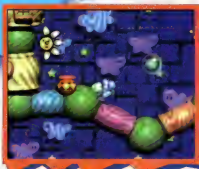
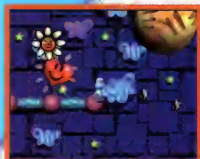
THESE SPIKED BALLS ARE THE MOST DIFFICULT OBSTACLES YOU'LL EXPERIENCE AS YOU MAKE YOUR WAY UP TO THE VERY TOP. TIME YOUR PASSAGE WELL TO AVOID BEING SMASHED.



BREAKING THIS COIN BOX TO GET THE MELON WITHIN IS ALL A MATTER OF TIMING AND LUCK! MAKE SURE THAT RAVEN IS FAR AWAY BEFORE BEGINNING YOUR QUEST.



THE LINE OF COINS ARCING TO THE LEFT OF THIS SPRING DESCRIBES THE COURSE YOU MUST TAKE TO REACH THE THIRD SPECIAL HEART. YOU CAN TRY TO JUMP THERE USING THE SPRING, OR YOU CAN GO UP TO THE NEXT LEVEL OF PLATFORMS AND JUMP. JUST LISTEN FOR THE TELLTALE MUSIC!



FINALLY, THE VASE AT THE END OF THE COURSE!

Melon Breakdown



TIP

THE 30 MELONS IN THIS COURSE ARE ALMOST EQUALLY DISTRIBUTED BETWEEN THE 3 SECTIONS. LOOK FOR 9 IN THE FIRST SECTION, 8 IN THE SECOND, AND 13 IN THE THIRD AND FINAL AREA!

BALLOONS: 10

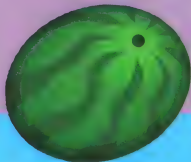
RACE: 7

SMELL OUT: 6

IN OPEN: 5

COIN BOX: 1

5 COINS: 1



SUMMIT

Course 3-3: Poochy and Nippy

KEEPING UP THE "AIR" THEME OF PAGE 3, COURSE 3-3 TAKES PLACE IN THE FROSTY MOUNTAINS. THIS LEVEL REALLY ISN'T THAT HARD, BUT THE FORKED PATHS IN THE LATTER SECTIONS CAN GET CONFUSING. TO KEEP YOU FROM GETTING LOST, POOCHY ONCE AGAIN LEADS THE WAY!



THESE IMPISH SHY GUYS LOVE TO STAND ON THE SIDELINES AND PELT YOSHI WITH SNOWBALLS. THEIR POSITION OFF THE TRACK KEEPS THEM SAFE FROM YOSHI'S EGG AND GULP ATTACKS, BUT WHEN YOSHI EATS A HEART FRUIT, HIS EXTRA-POWERFUL BUTT BOUNCE WILL TURN THEM INTO LUCKY FRUIT EVERY TIME!



HITTING ALL 4 OF THESE PROPELLER HEADS IN ONE BLOW CAUSES A MELON TO FALL FROM THE SKY!



THE FIRST SPECIAL HEART IS THE HARDEST OF THE 3 TO FIND AND SERVES AS A REMINDER TO LOOK BOTH HIGH AND LOW FOR HIDDEN OBJECTS—ESPECIALLY HIGH!



COURSE 3-3'S MELON RACE IS ONE OF THE MORE CHALLENGING BALANCING ACTS IN THE GAME! NOT ONLY DO YOU HAVE TO MAKE YOUR WAY OVER 2 MOVING PLATFORMS, BUT YOU ALSO HAVE TO DODGE THE SNOWBALL ATTACKS OF THE SHY GUYS LINED UP ON THE SIDELINES!



MAKE SURE TO STOCK UP ON EGGS WHENEVER POSSIBLE: THIS COURSE IS FILLED WITH THINGS TO BREAK! FOR EXAMPLE, THE GROUPING OF 9 BLUE BLOCKS ON THIS SET OF PLATFORMS CONCEALS THE SECOND OF THOSE PRECIOUS SPECIAL HEARTS.

BEFORE YOU MAKE THAT LAST JUMP TO SOLID GROUND, DON'T FORGET TO BREAK THIS QUESTION MARK BALLOON FOR ANOTHER DELICIOUS MELON.



Page three



YOSHI ALWAYS TAKES TIME TO SMELL THE FLOWERS, AND SO SHOULD YOU! NOT ONLY DO THESE BLOSSOMS RESTORE YOSHI'S SMILE METER, THEY ALSO HIDE THOSE PRECIOUS MELONS. MAKE SURE YOU SNIFF ALL 5!



THE REMAINDER OF THIS COURSE'S SECTIONS (EXCEPT FOR THE FINAL ONE) ENDS IN 2 PATHS. YOU CAN CHOOSE WHICH ONE YOU WANT TO TAKE (AND THERE ARE HIDDEN BENEFITS TO GOING OFF THE BEATEN TRACK!), BUT TO COLLECT ALL 30 MELONS, FOLLOW WHEREVER POOCHY LEADS.



LOOKING FOR A WHITE SHY GUY? THE FIRST QUESTION MARK BOX YOU REACH IN THE POOCHY COURSES HOUSES JUST SUCH A CREATURE.



DON'T GET SO WRAPPED UP IN PUSHING THIS QUESTION MARK BOX ALONG THAT YOU FORGET TO WATCH OUT FOR THE BOMB-BEARING BIRDS. YOU CAN TAKE THEM OUT WITH AN EGG TOSS, BUT THEY ARE JUST AS EASY TO DODGE. BESIDES, THEY'RE FUN TO RIDE.



THE SECOND STAGE THAT POOCHY LEADS YOU TO IS COMPRISED OF YET ANOTHER SERIES OF JUMPS OVER LOG PLATFORMS. THIS ONE, HOWEVER, IS BLOCKADED BY A SERIES OF BLUE BLOCK TOWERS. BUSTING THEM REVEALS EGG-REPLACING SHY GUYS AND 2 MELONS!



ON THE THIRD STAGE, A LONE QUESTION MARK BOX AND 3 LINES OF COINS ARE SUSPENDED IN THE AIR. PUSH THE QUESTION MARK BOX UNDERNEATH EACH LINE AND JUMP UP, USING YOSHI'S TONGUE TO CATCH HOLD OF A EXCLAMATION MARK BLOCK TO FIND A BALLOON-ENCASED MELON. YUMMY!



SUMMIT



WHEN YOU'RE THROUGH GULPING THOSE 3 MELONS, PUSH THE QUESTION MARK BOX OVER THE GOAL LINE TO SCORE ANOTHER ONE.



THE COIN ARROW OVERHANGING THESE TUBES POINTS TO THE THIRD AND FINAL SPECIAL HEART FOR THE LEVEL.



THE NEXT STAGE SETS YOU AT THE TOP OF A MOUNTAIN IN THE DIRECT FLIGHT PATH OF 2 LARGE FLOCKS OF BIRDS. TRAVELING TO THE BOTTOM OF THE INCLINE, YOU ARE CONFRONTED BY 2 LARGE COIN ARROWS POINTING UP INTO THE SKY. USE THE BIRDS AS STEPPING STONES—KEEPING A SHARP EYE OUT FOR ARMED BIRDS FLYING OVERHEAD!—TO REACH THE MELONS SUSPENDED IN MIDAIR.



BEFORE YOU GRAB ALL OF THE REQUIRED FRUIT FOR THIS COURSE, TAKE A LITTLE BIT OF TIME TO EXPLORE THE OTHER PATHWAYS. TAKING THE TOP PATH AT THE FIRST BRANCHING OF THE ROADS LEADS YOU ON A DIFFERENT JOURNEY TO THE FINAL SCREEN. WHEN THE PATH SPLITS AGAIN, THE TOP ROUTE LEADS YOU TO A SCREEN WHERE POOCHY BARKS MYSTERIOUSLY AT A DISTANT RED TUBE. THIS IS YOUR CLUE TO SHIMMY DOWN THE OTHER RED TUBE ON THIS SCREEN, WHERE YOU'LL FIND THAT TREASURED WHITE YOSHI EGG!



Melon Breakdown

TIP

POOCHY TELLS YOU WHICH PATH TO FOLLOW FOR HALF OF THIS COURSE'S 30 MELONS!

RACE: 7
BALLOONS: 5
FLOWERS: 5
ENEMIES: 4
IN OPEN: 3
QUESTION MARK BOXES: 3
BLUE BLOCKS: 2
5 COINS: 1



COURSE 3-3: POOCHY AND MIPPY

Yoshi's Story



Page three

Course 3-4: Frustration

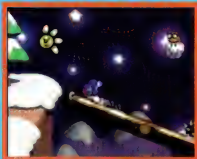
AS YOU TRAVEL THROUGH THIS LEVEL, KEEP AN EYE OUT FOR THE CENTIPEDES THAT HAVE INVADDED THE COURSE. THIS SNOW-COVERED WORLD IS THE ONLY ONE IN THE GAME TO FEATURE TWO RACES FOR MELONS.



THINK OF THESE WOODEN WHEELS AS VERY LARGE HAMSTER WHEELS. AS YOU MOVE YOSHI WITHIN THEM, THEY MOVE AS WELL. ONCE YOU GET GOING, YOU SHOULDN'T HAVE ANY PROBLEM SETTING A JUMPING RHYTHM TO KEEP THE WHEEL IN MOTION.



THE SECOND QUESTION MARK BALLOON REVEALS THE FIRST SPECIAL HEART WHEN BURST. UNFORTUNATELY, STOPPING THE WHEEL TO GRAB THE HEART INCREASES THE NUMBER OF PEEPS FILLING THE SCREEN.



ONCE YOU REACH THIS AREA, LAKITU APPEARS AND STARTS FLINGING SPIKED BALLS ALL OVER THE PLACE, MAKING THE SEE-SAWS EVEN MORE DIFFICULT TO NAVIGATE. IF YOU DEFEAT HIM, YOU CAN APPROPRIATE HIS CLOUD AND COVER THIS AREA A LOT MORE QUICKLY (AND SAFELY). BE SURE TO COLLECT THE 2 MELONS TUCKED IN THE QUESTION MARK BALLOONS!



YOU NEED TO BLAST AT LEAST ONE OF THE BLUE STONE BLOCKS BEFORE YOU CAN PROCEED ANY FARTHER. IF YOU FIND YOURSELF OUT OF EGGS, YOU CAN REPLENISH YOSHI'S SUPPLY WITH THE EGG BLOCK BELOW THE SEE-SAW PLATFORM PICTURED HERE.



SUMMIT



DESTROYING THE FOURTH BLUE STONE BLOCK REVEALS A HIDDEN MELON!



YOU HAVE TO GET ALL 4 OF THESE SHY GUYS IN ONE SHOT TO CLAIM THE MELON THEY'RE HIDING.



YOU HAVE PLENTY OF TIME TO FINISH THIS RACE, AND IF YOUR TIMING'S GOOD, YOU CAN CLAIM THE 3 MELONS SUSPENDED IN THE AIR WHILE RACING.



YOSHI WILL HAVE TO DOUBLE BACK AND TAKE THE HIGH ROAD TO CAUSE THIS MELON TO APPEAR.



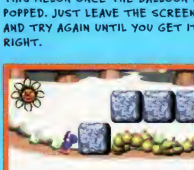
SMIFFING AROUND HERE REVEALS WHERE YOSHI SHOULD "POUND THE GROUND" FOR A MELON.



DON'T WORRY IF YOU MISS GULPING THIS MELON ONCE THE BALLOON IS POPPED. JUST LEAVE THE SCREEN AND TRY AGAIN UNTIL YOU GET IT RIGHT.



THE SECOND SPECIAL HEART CAN BE OBTAINED BY SMASHING AT LEAST ONE OF THE BLUE STONE BLOCKS AND THEN POPPING THE QUESTION MARK BALLOON. IF YOSHI RUNS THROUGH THE FAMILY OF DUCKS, HE PICKS UP A NEW GROUP OF FOLLOWERS. BEWARE THE IRREGULAR FLIGHT PATHS OF THESE DUCKLINGS WHEN YOU USE THEM AS PROJECTILES.



IF YOU'VE LOST A YOSHI, BREAKING THE FOURTH BLUE STONE BLOCK ON TOP RELEASES A WHITE SHY GUY.



Page three



THIS SMALL PIPE MAKES THE PERFECT RESTING PLACE FOR YOSHI TO CATCH HIS BREATH AND WAIT FOR ROOM TO MOVE AROUND THE CENTIPEDES.



YOU HAVE TO TIME YOUR MOVES WELL TO POP THIS QUESTION MARK BALLOON AND RETRIEVE THE LAST SPECIAL HEART WITHOUT SUCCEMBING TO THE ROAMING CENTIPEDE.



SNIFFING NEAR THE EDGE OF THIS COURSE SECTION UNCOVERS THE LOCATION OF ANOTHER HIDDEN MELON.



THE TRICK IN THIS BALANCE RACE IS NEGOTIATING THE SPLIT SECTION WHILE AVOIDING THE CENTIPEDE. TAKE IT NICE AND EASY UP TO THE POINT WHERE THE COURSE DIVIDES, THEN MAKE YOUR MOVE ONCE AN OPENING BECOMES AVAILABLE.



POOCHY BARKS OUT THE LOCATION OF THE LAST MELON HIDDEN TO THE LEFT OF THE FOURTH MR. WARP.

Melon Breakdown

TIP

DON'T LET THE MELONS DISTRACT YOU FROM WINNING THE TIMED RACE IN THE "HAMSTER WHEEL." YOU CAN RUN THROUGH THAT SECTION OF THE COURSE AGAIN TO COLLECT THEM.

TIMED RACE: 7
BALANCE RACE: 7
BALLOONS: 6
IN OPEN: 5
SNIFF OUT: 3
BLUE BLOCK: 1
ENEMIES: 1



SUMMIT



Course 3-1's Sub-Boss

POSSING EGGS OR STOMPING WON'T HELP YOSHI DEFEAT THIS BOSS! FORTUNATELY, HE'S PRETTY TASTY. USING YOSHI'S TONGUE, REPEATEDLY LICK HIM DOWN TO SIZE AND THEN FINISH HIM OFF. IF YOU GET HIT, DON'T WORRY TOO MUCH—YOU INCREASE YOUR SMILE METER WITH EACH SUCCESSFUL LICK.



Course 3-2's Sub-Boss

THIS WATER DROPLET-SHAPED BOSS TURNS INVISIBLE AFTER TAUNTING YOU SO THAT HE CAN STALK YOU BETTER. HOWEVER, YOU CAN STILL PIN-POINT HIS LOCATION FROM HIS SHIMMERING OUTLINE. TO DEFEAT HIM, ALL YOU HAVE TO DO IS HIT HIM WITH AN EGG 3 TIMES. THERE ARE LITTLE BUG CREATURES NEAR THE TOP OF THE ARENA TO BOOST YOUR SMILE METER, AND THE CHEEPS MAKE GREAT EGGS!



Page three

Course 3-3's Sub-Boss



WHEN THIS GIGANTIC SMOKE GENIE APPEARS ON THE SCREEN, YOU'LL BE OVERWHELMED BY HIS SIZE AND FIERY BREATH ALONE. DON'T WORRY, THOUGH. IN REALITY, HE'S A PUSHOVER. JUST 3 ACCURATE EGG TOSSES AND HE'S OUT! PROBLEM IS, JUMPING FROM TILTING LOG TO TILTING LOG WHILE SPIKED BALLS RAIN DOWN MAKES AIMING A LITTLE DIFFICULT. STILL, WITH LUCK AND GOOD TIMING, DEFEATING THIS BOSS SHOULDN'T BE TOO MUCH OF A PROBLEM.



Course 3-4's Sub-Boss



THE GROUND LITERALLY SHAKES WHEN THIS DRAGON BOSS MAKES HIS APPEARANCE. ONCE THE BATTLE BEGINS, YOSHI HAS TO DODGE EVERYTHING BUT THE KITCHEN SINK WITH ALL THE OBJECTS THAT START FALLING. ON THE POSITIVE SIDE, DIRECT CONTACT WITH THE BOSS CANNOT HURT YOSHI. THE DRAGON'S WEAK POINT IS HIS LIPS! THREE GOOD SHOTS CAUSE THEM TO OVERINFLATE AND FINALLY EXPLODE.

TIP

IF YOU FIND YOURSELF RUNNING LOW ON AMMO, JUST REACH OUT WITH YOSHI'S TONGUE AND GRAB ONE OF THE FALLING METAL OBJECTS.



Page four

Page four: The Jungle

IF YOU'VE EVER FOUND YOURSELF WONDERING WHERE THOSE BRIGHTLY COLORED PIRANHA PLANTS HAIL FROM, HERE'S YOUR CHANCE TO FIND OUT! ALL OF THE COURSES ON PAGE 4 FEATURE A DISTINCT JUNGLE THEME, WHETHER YOU'RE PICKING OFF ENEMIES IN BAMBOO HUTS, DODGING HUNGRY FISH AND FROGS, OR JUST KEEPING YOUR DISTANCE FROM THE PIRANHA PLANT'S GRASPING TONGUE.



THERE ARE 4 HUTS IN THIS LEVEL AND EACH ONE CONTAINS 5 MELONS. WHAT COULD BE EASIER?



THE BIG FISH IN THIS LEVEL KEEP YOU RUNNING AND JUMPING FOR YOUR LIFE. DON'T GET TOO CLOSE TO THEM OR THEY'LL SWALLOW YOU WHOLE!



YOU HAVE TO WATCH YOUR STEP IN THIS PIRANHA PLANT-INFESTED WORLD. WHILE THESE BUDS WON'T KILL YOU, THEY WILL MAKE YOUR LIFE MISERABLE.



TO GET ALL 50 MELONS HERE IN COURSE 4-4, YOU HAVE TO LEARN HOW TO USE THE NEUTRONS TO YOUR ADVANTAGE.

TIP

DON'T LET THE COURSE NUMBERS FOOL YOU! THE REAL ORDER OF DIFFICULTY (FROM EASIEST TO HARDEST) IS:

- COURSE 4-1
- COURSE 4-3
- COURSE 4-4
- COURSE 4-2

SECRET MESSAGE: "YOU ARE YOSHI'S GREAT PARTNER"



Page four

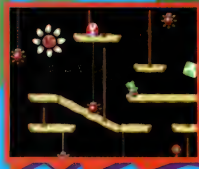
Course 4-1: Jungle Hut

IN THIS COURSE, YOSHI MUST JOURNEY FROM BUNGALOW TO BUNGALOW TO ACQUIRE ALL 30 MELONS. THE COURSE'S LAYOUT IS PRETTY STRAIGHT-FORWARD, WITH ONE BUNGALOW LOCATED AT THE TOP OF THE COURSE, ONE AT THE BOTTOM AND TWO TO EITHER SIDE, ALL OF WHICH ARE POINTED OUT NICELY WITH ROAD SIGNS AND PIPES FROM THE COURSE'S CENTRAL AREA.



FROM THE START, TAKE A SHORT JOURNEY TO THE LEFT AND UPWARD UNTIL YOU REACH THE AREA SHOWN IN THE SCREEN ABOVE. FROM HERE, YOSHI CAN PROPEL HIMSELF INTO THE FIRST SPECIAL HEART BY LAUNCHING HIMSELF AT A "10 O'CLOCK" DIRECTION FROM THE TULIP.

TWO SEWER PIPES ARE AT THE VERY TOP OF THE COURSE'S CENTRAL AREA. THEY BOTH LEAD TO THE TOP BUNGALOW, SO IT DOESN'T MAKE A DIFFERENCE WHICH PIPE YOU TAKE.



IN THIS HUT, YOSHI MUST CAREFULLY MOVE AMONG THE SPIDERS AS THEY CLIMB, FALL, AND FLAIL ABOUT ON THE BUNGIE CORD-LIKE STRANDS. ACTIVATING THE SWITCH BLOCK AT THE HUT'S TOP REVEALS 5 MELONS FOR A LIMITED PERIOD OF TIME. GRAB THEM QUICKLY—WHEN THE TIMER EXPIRES, THEY DISAPPEAR FOR GOOD!

JOURNEY TO THE TOP LEFT-HAND SIDE OF THE CENTRAL AREA (JUST ABOVE WHERE YOU FOUND THE FIRST SPECIAL HEART) TO GET TO THE BUNGALOW OF THE CHOMP CHOMPS.



JUNGLE



WATCH THE PATTERNS THAT THE CHOMP CHOMPS MAKE TO LEARN THE LIMITS OF THEIR MOVEMENTS BEFORE PROCEEDING. TWO OF THE MELONS IN THIS HUT ARE LOCATED NEAR THE TOP ON EITHER SIDE, HIDDEN IN THE QUESTION MARK BALLOONS. THE OTHER 2 ARE OUT IN THE OPEN, BUT YOU HAVE TO MOVE YOSHI IN HARM'S WAY TO GRAB THEM. FINALLY, DON'T FORGET THE FIFTH MELON LOCATED OUTSIDE ON THE LEFT SIDE OF THE HUT.

THE BUNGALOW LOCATED DIRECTLY LEFT OF WHERE YOSHI STARTED THIS COURSE IS HOME TO A GROUP OF STILTED SHY GUYS.



YOSHI CAN GRAB THE FIRST MELON RIGHT AWAY WITHOUT EVEN BREAKING A SWEAT. TWO MORE CAN BE YOURS BY BURSTING THE QUESTION MARK BALLOONS. GRABBING ALL THE COINS SUSPENDED IN THE HUT REVEALS THE FOURTH MELON, AND THE LAST MELON CAN BE FOUND JUST OUTSIDE ON THE LEFT SIDE OF THE HUT NEXT TO THE MISS WARP #2.

LOST A YOSHI? BUST THE TOP LEFT BLUE STONE BLOCK TO FREE A WHITE SHY GUY TO GET HIM BACK! THEN TAKE THE PIPE DOWN TO GET TO THE BOTTOM BUNGALOW.



THE SHY GUYS ON THE POGO STICKS MAY SEEM LIKE A NUISANCE, BUT THEY'RE NOTHING COMPARED TO THE BEE HIVES! UPSETTING THE HIVES BRINGS THE BEES OUT IN FULL FORCE TO STOP YOSHI FROM ENCRDCHING ON THEIR TERRITORY. SNIFF OR CRAWL SLOWLY WITHOUT IRRITATING THE BEES TO GET TO THE OTHER SIDE AND GAIN ACCESS TO THE 4 MELON-FILLED QUESTION MARK BALLOONS.

COURSE 4-1: JUNGLE HUT



Page four



EXIT OUT THE RIGHT SIDE OF THE BUNGALOW, AND MAKE YOUR WAY UP THE SERIES OF PLATFORMS. DON'T JUMP UP INTO THAT TUBE JUST YET! HOP ONTO THE HUT'S ROOF, AND GRAB THE FIFTH MELON ON THE OTHER SIDE.



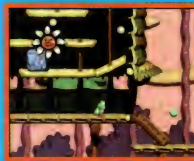
THE ROUGH GUYS HOLED UP IN THIS BUNGALOW, KNOWN AS THE GABON, DON'T TAKE TOO KINDLY TO OUTSIDERS INVADING THEIR SPACE. AVOID THE SPIKED BALLS THEY HURL DOWN IN ANGER. AS USUAL, 2 OF THE MELONS ARE OUT IN THE OPEN (ONE IS OUTSIDE), AND 2 MORE ARE HIDDEN IN THE 2 BLUE STONE BLOCKS IN THE CENTER OF THE ROOM. THE FIFTH ONE CAN BE EARNED BY COLLECTING ALL THE COINS FLOATING IN THE HUT.



THERE'S NOT MUCH WORK INVOLVED IN GETTING THE SECOND SPECIAL HEART WHEN YOU'RE UP ON THE PIPE, IS THERE?



AT THIS POINT, USE THE TULIP TO GET THE THIRD SPECIAL HEART IN THE SAME WAY YOU GOT THE FIRST ONE. SHOOT AT THE "1 O'CLOCK" ANGLE, AS SHOWN HERE, THEN JUMP UP TO THE PLATFORM ABOVE TO MAKE YOUR WAY TO THE SIXTH AND FINAL BUNGALOW.



YOSHI HAS TO DO SOME DEMOLITION WORK IN THIS HUT TO UNCOVER 3 OF THE MELONS. THE FOURTH ONE MAKES ITS APPEARANCE ONCE ALL THE COINS HAVE BEEN CAPTURED, WHILE THE FIFTH AND FINAL MELON LIES GUARDED BY THE EVER-SO-ALERT MISS WARP #3!



Melon Breakdown

TIP

THE MELONS ARE BROKEN UP INTO 6 GROUPS, WITH 5 FOUND IN OR NEAR EACH BUNGALOW.

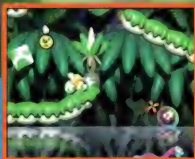
IN OPEN: 8
BALLOONS: 8
STONE BLOCK: 6
QUESTION MARK
SWITCH BLOCK: 5
GRABBING ALL COINS: 3



JUNGLE

Course 4-2: Jungle Puddle

WITHOUT A DOUBT, THIS IS ONE OF THE MOST BEAUTIFUL AS WELL AS ONE OF THE MOST ANNOYING COURSES! THE FIRST HALF OF THE COURSE HAS YOU LEISURELY STROLLING ALONG VINYL BRANCHES AND SWIMMING IN CRYSTAL-CLEAR WATER. VERY RELAXING! HOWEVER, THE PACE FOR THE SECOND PART OF THE COURSE IS TWICE THAT OF THE FIRST! AS YOU MAKE YOUR WAY FROM BRANCH TO BRANCH, YOU ARE DOGGED BY TWO HUGE FISH, WHO TRY TO EITHER GULP YOU OR DISTRACT YOU BY SPITTING WATER IN YOUR PATH!



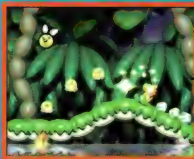
THE FIRST SPECIAL HEART IS THE FIRST PREMIUM ITEM YOU RUN ACROSS IN THIS COURSE. BREAK THE BALLOON AND IT APPEARS!



IF NOT, DIVE INTO THE POND AND SCOOP IT UP. WHILE YOU'RE THERE, SWIM TO THE LEFT TO FIND 3 COINS. PICKING UP THE CENTER ONE CAUSES A MELON TO APPEAR. WATCH OUT FOR THE FALLING SAP DROPS! DODGE THEM, BUT DON'T EAT THEM—THEY GIVE YOSHI INDIGESTION.



THE FIRST HALF OF THIS COURSE REQUIRES YOU TO SEARCH BOTH ON LAND AND UNDERWATER FOR THE 10 MELONS IT HOLDS. THE FIRST MELON IS IN A BALLOON SUSPENDED OVER THE POOL. CAN YOU CATCH IT WITH YOUR TONGUE?



BACK ABOVE GROUND, YOU RUN INTO A QUESTION MARK BALLOON HOLDING 5 COINS. GETTING ALL OF THEM IS EASY IN THIS PART OF THE COURSE! UNDERWATER IS THIS LITTLE NICHE. DIVE TO THE BOTTOM AND PICK UP ANOTHER MELON.



Page four



YOSHI'S NOSE WILL TELL YOU TO BREAK THE CENTER QUESTION MARK BOX AND THEN PUSH THE OTHER TWO TOGETHER.



STOMPING ON THIS SWITCH CAUSES A BUNCH OF COINS TO SHOWER THE GROUND BOTH ABOVE THE WATER AND BELOW. DIVE UNDERWATER AND GRAB THE MELON QUICKLY BEFORE TIME RUNS OUT!



WHEN YOU REACH THIS POINT IN THE COURSE, YOU SHOULD HEAR THE FAINT JINGLE INDICATING THE CLOSENESS OF A SPECIAL HEART. YOU HAVE TO DIVE DEEP DOWN TO GET THIS ONE!



WELCOME TO THE SECOND SECTION IN THIS AREA YOU'LL FIND 20 OF THE COURSE'S MELONS—AND YOU'LL HAVE TO FIGHT FOR EVERY ONE! THE FIRST MELON IS HIDDEN WELL ON THE BRANCH. SNIFF QUICKLY BECAUSE THAT BIG ORANGE FISH IS JUST WAITING TO GOBBLE YOU UP.



PUSHING ONE QUESTION MARK BOX DOWN TO MEET THE OTHER IS HARDER THAN IT LOOKS! WATCH YOUR BACK!



NEED A WHITE SHY GUY YET? THIS IS WHERE HE'S HIDING.



JUNGLE



DIVE BETWEEN THESE 2 BRANCHES (GO ON! IT'S SAFE!) AND SWIM DOWN THE TUBE FOR THE PAGE'S MOST DIFFICULT MELON RACE! THIS TIME YOU HAVE TO BALANCE THOSE 7 BOXES OF MELONS WHILE JUMPING UP A STAIRCASE OF BLOCKS. CAN YOU MAKE IT WITHOUT FALLING OR DROPPING EVERY THING?



THE BLUE FISH LIKES TO SPIT WATER IN THE HOPES OF PUSHING YOU INTO THE WATER AND INTO HIS BIG MOUTH. THIS INTERFERENCE MAKES SIMPLE THINGS, LIKE THIS 5 COIN BALLOON, VERY DIFFICULT INDEED!



SMIFFING THE GROUND REVEALS THE LOCATION OF ANOTHER HIDDEN MELON.



YOU HAVE TO MAKE A BIG SUSTAINED JUMP TO REACH THIS SPECIAL HEART. THAT BLUE FISH DOGGING YOUR HEELS WON'T HELP YOU EITHER!



HERE'S ANOTHER SET OF QUESTION MARK BOXES TO PUSH TOGETHER. YOU'RE LIKELY TO HAVE LESS INTERFERENCE IF YOU WORK FROM LEFT TO RIGHT.



JUST ONE MORE HIDDEN MELON AND YOU'RE HOME FREE!!!

Melon Breakdown

TIP

THE 3 MELONS YOU HAVE TO SNIFF OUT ARE ALL ON THE SECOND PART OF THE COURSE. YOU HAVE TO BE BOTH QUICK AND CAREFUL IF YOU WANT TO GRAB THEM BEFORE THOSE DARN FISH SWALLOW YOU!

BALLOONS: 7
RACE: 7
QUESTION MARK BOXES: 7
IN OPEN: 3
SNIFF OUT: 3
5 COINS: 2
SWITCH: 1

COURSE 4-2: JUNGLE PUDDLE



Page four

Course 4-3: Piranha Grove

THIS COURSE HIGHLIGHTS THE BIRTHPLACE OF EVERYONE'S FAVORITE CARNIVOROUS PLANT, THE PIRANHA. HERE YOSHI IS INTRODUCED TO SUCH VARIETIES AS THE GIANT PIRANHA AND THE FLOATING PIRANHA BUD. ADD TO THAT THE CHALLENGE OF RIDING BOCCI BALLS OVER A PRICKLY BRIAR PATCH AND THIS LEVEL IS GUARANTEED TO KEEP YOU ON THE EDGE OF YOUR SEAT!



THESE FLOATING PIRANHA BUDS ARE GOOD AT SLURPING YOU UP AND SPITTING YOU OUT. THE ONLY PROBLEM IS THAT YOU RETURN FROM THEIR STOMACHS AT A MERE FRACTION OF YOUR NORMAL SIZE! YOU CAN DEFEAT THESE MONSTERS WITH A SIMPLE EGG TOSS—IF YOU HAVE EGGS, THAT IS ...



YOU'RE GOING TO HAVE TO STRETCH YOUR JUMPING SKILLS TO THE LIMIT TO REACH THIS CLOUDY OASIS. WAKE MISS WARP #1 AND STOCK UP ON EGGS SO THAT YOU CAN TAKE ON THE PIRANHA BUDS (AND BREAK THOSE MELON BALLOONS!) SUCCESSFULLY!



THESE GIANT PIRANHA PLANTS BLOCK YOUR PATH AND KEEP YOU FROM PROGRESSING DOWN THE COURSE. JUST SMACK THEM ON THE LIPS WITH AN EGG AND THEY FALL LIKE TIMBER!



YOUR BEST BET IS TO CLEAR THE PATH OF OBSTACLES FIRST BEFORE PUSHING THESE TWO QUESTION MARK BOXES TOGETHER.



SMELLING ON THIS EMPTY TRUNK REVEALS A SET OF PLATFORMS CLIMBING UP INTO THE AIR TO A BANK OF CLOUDS. TO THE LEFT IS THE FIRST SPECIAL HEART, WHILE ON THE RIGHT IS A HANDY EGG BOX.



JUNGLE



JUMPING DOWN FROM THE TRUNK WITH THE EGG BOX CAUSES A MELON TO FLOAT DOWN FROM THE SKY. DEFEAT THE PIRANHA BUD FIRST AND THEN GULP THIS DOWN BEFORE IT DISAPPEARS.



DON'T GET SO CAUGHT UP IN RESTOCKING YOUR EGG SUPPLY (WHICH YOU MUST DO FREQUENTLY) THAT YOU FORGET TO SNIFF FOR HIDDEN TREASURE.



YOU HAVE TO POSITION YOURSELF ON THIS MOVING PLATFORM VERY CAREFULLY IF YOU WANT TO BREAK THIS COIN BOX AND GET THE MELON WITHIN. REMEMBER, YOU HAVE TO BUMP IT CONTINUOUSLY UNTIL IT BREAKS OR THE MELON WILL DISAPPEAR.



THE RED OF THESE PLATFORMS SIGNALS THAT THERE IS DANGER TO COME! MAKE SURE YOU HAVE A FULL COMPLEMENT OF EGGS BEFORE ASCENDING (RESTOCK BY EATING THE SHY GUYS ON THE SIDELINES) AND KEEP LOOKING UP SO THAT YOU SEE THE PIRANHA BUDS BEFORE THEY SEE YOU. AT THE TOP, THE QUESTION MARK BALLOON HIDES THE SECOND SPECIAL HEART, AND A LINE OF COINS LEADS TO THE VASE TO THE THIRD SECTION OF THE COURSE.



WHILE THESE GUYS CAN'T HUNT YOU DOWN LIKE THEIR MOBILE COUSINS, YOU STILL WANT TO STAY OUT OF THEIR WAY. ONE BLOW FROM AN EGG REMOVES THE PROBLEM ALTOGETHER.

NOW THE FUN BEGINS! TRY KNOCKING OUT BOTH THE BALLOON AND THE GIANT PIRANHA WHILE BALANCING ON THE BOCCI BALL!



COURSE 4-3: PIRANHA GROVE



Page four



PRACTICE YOUR BOCCI BALL RIDING SKILLS ON THIS FLAT PIECE OF TRACK BEFORE ATTEMPTING THE REST OF THE COURSE. WHILE YOU'RE AT IT, KEEP AN EYE IN THE SKY FOR ANY UNUSUAL SIGHTS. THE BROWN QUESTION MARK BOX UNLEASHES THE 5-COIN CHALLENGE WHILE THE LONE EXCLAMATION MARK BLOCK TAKES YOU TO THE HIDING PLACE OF THE WHITE SHY GUY.



THE REST OF THE COURSE IS COVERED IN THORNY VINES. THE ONLY WAY YOU CAN COMPLETE IT IS VIA THE BOCCI BALL. TAKE IT SLOW AND EASY, WATCHING YOUR BACK FOR THE INEVITABLE SWARMS OF SHY GUYS AND TEEHEE BUTTERFLIES, AND YOU'LL DO JUST FINE. DON'T FORGET TO JUMP OFF WHEN YOU SEE THAT LINE OF COINS LEADING UP IN THE AIR!



TRAVELING THROUGH THIS VASE TAKES YOU TO THIS COURSE'S MELON RACE. THIS ONE IS PATHETICALLY EASY IF YOU RID THE COURSE OF PIRANHA PLANTS BEFORE YOU START THE BALANCE RACE.

THE LAST STRETCH OF COURSE 4-3 REQUIRES YOU TO JUMP FROM BOCCI BALL TO BOCCI BALL WHILE DEFEATING GIANT PIRANHA PLANTS AND BURSTING BALLOONS. ONE OF THE ITEMS YOU FIND HERE IS THE THIRD SPECIAL HEART!

CAN'T FIND THAT LAST BALLOON? TRY SNIFFING THE GROUND NEXT TO MISS WARP #4!

Melon Breakdown

ALMOST ONE-THIRD OF THE MELON'S IN THIS COURSE ARE FOUND BY FOLLOWING YOSHI'S SENSITIVE NOSE. LONE TRUNKS SEEM TO BE THE BIGGEST CULPRITS!

BALLOONS: 10

SNIFF OUT: 8
RACE: 7
QUESTION MARK BOXES: 2
IN OPEN: 1
5 COINS: 1
COIN BOX: 1

TIP



JUNGLE

Course 4-4 : Neuron Jungle

THE STRANGE STALK-TYPE CREATURES THAT ABOUND IN THIS JUNGLE PARADISE ALLOW YOSHI TO REACH AREAS NOT NORMALLY ACCESSIBLE TO HIM. WHEN YOU JUMP ON ONE, WAIT AWHILE AND SEE HOW IT MOVES BEFORE YOU PROCEED FORWARD.



THE FIRST SPECIAL HEART SHOWS UP ALMOST IMMEDIATELY IN THIS COURSE. "STAND THE GROUND" WHEN STANDING ON ONE OF THE STALK CREATURES TO "COMPRESS" IT DOWN TO SIZE AND ALLOW YOU TO GRAB THE HEART.



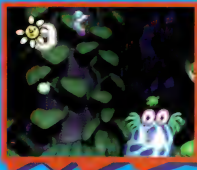
A LOT OF THE MELONS ARE ENCASED IN BUBBLES SUSPENDED THROUGHOUT THE COURSE. POP THEM TO RELEASE THE MELON, THEN JUMP DOWN TO RETRIEVE IT.



TO THE RIGHT OF THE MISS WARP #1 LIES AN EGG BOX. JUST NEXT TO THE EGG BOX, YOSHI SHOULD BE ABLE TO UNCOVER A HIDDEN MELON'S LOCATION BY SHIFFING.



THANKFULLY, THIS IS THE ONLY MELON WHOSE APPEARANCE IS TRIGGERED BY JUMPING OFF OF THE HEAD OF ONE OF THE STALK-TYPE CREATURES.



YOU HAVE TO COMPRESS THIS GUY TO MOVE TO THE LEFT AND DOWN.

COURSE 4-4: NEURON JUNGLE



Page four



IF YOU FOLLOW THE PATH OF THE SUSPENDED COINS WHILE JUMPING, YOSHI SHOULD HAVE NO PROBLEM MAKING IT TO THE PLATFORM ON THE RIGHT. SNIFF BEFORE JUMPING TO REVEAL ANOTHER MELON'S HIDING PLACE. IF YOU DON'T GRAB A MELON QUICKLY ENOUGH AFTER YOU POP THE BUBBLE, JUMP BACK TO THE PLATFORM ON THE LEFT AND THEN RETURN TO ATTEMPT IT AGAIN. DON'T WORRY, UP TO 2 MORE EGGS WILL REAPPEAR. THE POT ON THE LOWER PLATFORM TAKES YOSHI TO THE TIMED RACE FOR THIS COURSE.

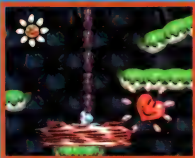


THIS IS PERHAPS THE SECOND-HARDEST RACE IN THE ENTIRE GAME. IT MAY TAKE MANY ATTEMPTS AND NEAR-PERFECT SWIMMING FOR YOSHI TO COMPLETE THIS COURSE SECTION QUICKLY ENOUGH TO WIN THE 7 MELONS, BUT IT CAN BE DONE.



SHOOTING THIS QUESTION MARK BALLOON UNVEILS A QUESTION MARK SWITCH. JUMP ON THE SWITCH AND THEN HIP DROP ON ONE OF THE STALK CREATURES TO GRAB THE 3 MELONS ON THE PLATFORM BELOW BEFORE THE TIMER EXPIRES. WHILE YOU'RE DOWN THERE, BE SURE TO GRAB THE MELON ON THE LEFT SIDE IN THE QUESTION MARK BALLOON.

USE YOSHI'S ADEPT TONGUE TO PUSH THE BALLOON-ENCASED MELON OVER A PLATFORM BEFORE BURSTING IT. THIS ENSURES THE CAPTURE OF THE FAVORITE FRUIT OF ALL THE YOSHIS!



"POUND THE GROUND" ON THIS STALK CREATURE AND GRAB THE SECOND SPECIAL HEART BY TOSSING AN EGG AT IT OR PERFORMING SOME TRICKY YOSHI ACROBATICS!

AFTER YOU POP THE BALLOON HOLDING THE MELON SHOWN IN THE SCREEN SHOT, RIDE THE STALK CREATURE DOWN TO THE GROUND AND USE YOSHI'S TONGUE TO COLLECT THE FRUIT.

WELCOME TO THE LAND OF THE FROGS. THESE AMPHIBIANS ARE EVERYWHERE! THANKS TO THIS MAKESHIFT WOODEN BUCKET, YOSHI CAN RIDE IN STYLE! LEANING LEFT OR RIGHT CONTROLS THE SPEED OF THE BUCKET.



JUNGLE



UNLIKE SOME OF THE OTHER LEVELS, THERE ARE NO VISUAL CLUES FOR MOST OF THE HIDDEN MELONS. YOU JUST HAVE TO FIND THEM YOURSELF. HERE'S A CLUE FOR ANOTHER!



PERFORM LITTLE, CAREFULLY CONTROLLED JUMPS TO GET TO THIS PRICKLY AREA, AND SHOOT THE QUESTION MARK BALLOON TO UNCOVER THE THIRD AND FINAL SPECIAL HEART ON THIS COURSE.



AH! A SINGLE COIN MARKS THE SPOT OF THIS TREASURE!



JUST HEAD-BUTT THIS QUESTION MARK BOX 11 TIMES TO GET YOSHI A HANDFUL OF COINS AND FINALLY A MELON. BEWARE! IF YOU STOP THE RHYTHM OF BUMPING THIS BOX ONCE YOU'VE STARTED, YOU WON'T GET THE MELON!



IF YOSHI HAS SUCCESSFULLY COLLECTED ALL THE COINS FOUND ON THIS COURSE, THIS FINAL MELON REVEALS ITSELF AS SOON AS YOU APPROACH THIS LAST PLATFORM.

COURSE 4-4: NEURON JUNGLE

Melon Breakdown



TIP

BE CAREFUL WHEN CROSSING IN THE BUCKET. THE FROGS CAN STILL KNOCK YOSHI'S SMILE METER DOWN A FEW NOTCHES WITH A WELL-PLACED HOP.

BALLOONS: 8

RACE: 7

QUESTION MARK SWITCH BOX: 3

SNIFF OUT: 5

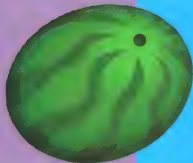
IN OPEN: 3

ENEMIES: 1

COIN BOX: 1

5 COINS: 1

JUMPING: 1



Page five

Page Five: Ocean

THIS PAGE HAS A DECIDEDLY NAUTICAL FLARE TO IT. IF YOU AREN'T SWIMMING UNDERWATER, YOU ARE FLEEING FROM RAINDROPS OR CANNON-FIRING PIRATE SHIPS! KEEP YOUR SWIM FINS HANDY—THIS PROMISES TO BE A WET AND WILD ADVENTURE!



THIS COURSE SEEMS EASY AT FIRST, BUT WITH HUGE JELLYFISH CHASING YOU AND SHY GUYS FIRING HOMING MISSILES, THE DIFFICULTY LEVEL RISES STEEPLY!



UNLIKE COURSE 5-1, THIS STRETCH OF UNDERWATER TRACK IS PRETTY CALM AND PEACEFUL. MAKE SURE THAT YOU GO THROUGH ALL OF THE PIPES!



THE RAINDROPS IN THIS AREA WILL MAKE YOU WISH YOU HAD AN UMBRELLA. IT'S A SHAME THAT ALL THE GOOD STUFF IS HIDDEN UP THERE IN THE CLOUDS.



IT'S THE GOOD SHIP SHY GUY! HOW WILL YOU FIND THE TIME TO SEARCH FOR MELONS IF YOU HAVE TO KEEP DODGING THOSE CANNON BALLS?

TIP

DON'T LET THE COURSE NUMBERS FOOL YOU! THE REAL ORDER OF DIFFICULTY (FROM EASIEST TO HARDEST) IS:

COURSE 5-2
COURSE 5-1
COURSE 5-3
COURSE 5-4



OCEAN

Course 5-1: Lots o' Jellyfish

AS THE COURSE'S TITLE IMPLIES, THERE ARE LOTS OF JELLYFISH TO BE FOUND IN THIS UNDERWATER WORLD. MOST OF THEM MOVE IN A LIMITED UP AND DOWN FASHION, BUT THE PINK ONES TRACK YOSHI WITH A VENGEANCE!



THIS FIRST MELON IS A PRETTY EASY GRAB, BUT YOU MIGHT WANT TO LEAVE IT BE UNTIL YOU'VE RETRIEVED THE FIRST SPECIAL HEART LOCATED JUST BELOW.



IT TAKES PRETTY GOOD CONTROL OF THE ANALOG PAD TO KEEP YOSHI FROM GETTING STUNG BY EITHER OF THESE JELLYFISH. YOUR ONLY CONSOLATION IS THAT GETTING OUT IS A LITTLE EASIER THAN GETTING IN.



WE'RE NOT SURE WHY IT'S HERE, BUT THIS PIPE LEADS TO AN AREA FILLED WITH TULIPS, SUNFLOWERS, AND LITTLE BUGS. IT'S A PARADISE THAT WILL CHEER UP ANY YOSHI IN AN INSTANT.



THE CURRENT CAN BE TRICKY, THOUGH IT DOESN'T SEEM TO HINDER THE SPINY FISH, SO TAKE CARE WHEN MOVING IN CLOSE PROXIMITY.



Page five



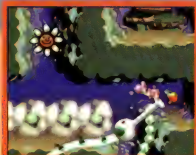
WOW, IT'S THE SECOND SPECIAL HEART ALREADY. AND YOU THOUGHT THIS COURSE WAS GOING TO BE DIFFICULT!



THIS COIN-FILLED MAZE OF TUNNELS IS THE HOME OF THE DREADED PINK JELLYFISH. ONCE THEY GET A WHIFF OF YOSHI, THEY HOUND HIM TO THE END OF TIME. BUT DID YOU NOTICE THESE JELLYFISH ARE FILLED WITH FRUIT? IF YOSHI'S CAREFUL, HE CAN STEAL THE FRUIT WITHOUT GETTING STUNG.



IF YOU THOUGHT THIS COURSE WAS TOO EASY, THIS ROOM MIGHT CHANGE YOUR MIND QUICKLY! THE BONE FISH DOESN'T SEEM TO LIKE INVADERS. LUCKY FOR YOSHI, IT CAN'T TURN ON A DIME. USE THE GAP BETWEEN ITS TAIL AND HEAD TO NAVIGATE INTO THE 4 AREAS AND GULP DOWN ALL THE LITTLE FISHES AND GRAB THE COINS. SUCCESS YIELDS 4 MELONS.



MORE JELLYFISH. AND WORSE THAN THAT, THE SHY GUYS ARE ARMED WITH HOMING TORPEDOES! TWIST AND TURN WHILE SWIMMING TO THROW THEM OFF THE TRAIL.



TAKE THE TUNNEL THAT LEADS DOWN AND TURNS BACK TO THE LEFT TO RETRIEVE THE THIRD SPECIAL HEART OF THIS COURSE.



OKAY, NOW THINGS ARE STARTING TO GET A LITTLE CROWDED. SPINY FISH, JELLYFISH, SHY GUYS, WHAT'S NEXT???



OCEAN



THIS PIPE LEADS YOSHI TO THIS COURSE'S MELON RACE. IT'S A SUSTAINED RACE, LIKE THE ONE ON PAGE 1-4, BUT THE DISTANCE YOSHI MUST CROSS BEFORE LANDING IS A LOT FARTHER! FOR A GOOD START, JUMP FROM THE TOP OF THE MESSAGE BOX AND THEN USE BOTH OF THE TEEHEE BUTTERFLIES AS SPRINGBOARDS TO VAULT YOSHI BACK INTO THE UPPER REACHES OF THE SKY.



THESE SEA ANEMONES ARE PRETTY HARMLESS AS LONG AS YOSHI DOESN'T BUMP INTO THEM.

THIS PIPE LEADS TO THE COURSE'S FINAL SECTION. I HOPE YOU SAVED A FEW OF THOSE EGGS FROM THE BONE FISH'S AREA BECAUSE YOU'RE GOING TO NEED THEM HERE!

JUST LIKE COURSE 3-1, THESE SHY GUYS' RETURN TRIP IS IN THE FOREGROUND. LUCKY FOR YOSHI ONLY 2 OF THEM ARE CARRYING ANYTHING OF VALUE.



THIS COURSE JUST WOULDN'T BE COMPLETE WITHOUT ONE AREA WHERE YOSHI HAD TO SNIFF FOR A MELON. HERE IT IS!

Melon Breakdown

YOU RECEIVE EXTRA POINTS IF THE TEEHEE BUTTERFLIES ARE PINK-COLORED WHEN YOSHI BOUNCES OFF OF THEM DURING THE LONG JUMP RACE.

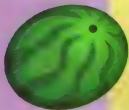
IN OPEN: 16

RACE: 7

COLLECT COINS / EAT LITTLE FISH: 4

ENEMY: 2

SNIFF OUT: 1



Page five

Course 5-2: Lots o' Fish

COURSE 5-2 ALSO TAKES PLACE MOSTLY UNDERWATER. AS WITH MOST WATER LEVELS, YOU CANNOT TOSS EGGS OR SNIFF ITEMS OUT. IN 5-2, THE EGG PROBLEM IS PRETTY EASY TO OVERCOME: MOST OF THE COURSE'S AQUATIC ENEMIES ARE EDIBLE AND ADD TO YOSHI'S SMILE METER. THE REST CAN BE EASILY AVOIDED ONCE YOU FIGURE OUT THEIR RANGE OF MOTION. NOT BEING ABLE TO SNIFF THINGS OUT (AT LEAST WHILE UNDERWATER) MEANS THAT MOST OF THE PREMIUM ITEMS ARE OUT IN THE OPEN.

COURSE 5-2: LOTS O' FISH



IN THIS FIRST AREA, FILL UP YOUR SMILE METER BY GULPING DOWN AS MANY OF THE TINY FISH AND EELS AS IT TAKES. THE FIRST COUPLE OF MELONS ARE HIDDEN A COUPLE OF SCREENS AWAY, SO YOU'LL WANT TO STOCK UP ON HEALTH POINTS IF YOU'RE MAKING A 30-MELON RUN.



ONCE YOU SWIM THROUGH THE CHANNEL AND INTO THE NEXT ROOM, SWIM TO THE TOP OF THE SCREEN AND ENTER THE FIRST OF MANY TUBES IN THIS COURSE (POSITION YOURSELF UNDERNEATH AND PRESS UP ON THE 3D STICK).



THIS SMALL AREA HOUSES WARP-CHAN #1, A LIFE-GIVING FLOWER, AND A VERY SUSPICIOUS-LOOKING PIECE OF SCENERY TO THE RIGHT.



SNIFFING THE GRASS NEXT TO THE CLIFF PROVIDES YOU WITH A HELPFUL SURPRISE!



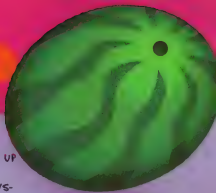
GET RID OF THE SHY GUY AND THE BLUE BRICK FIRST. THEN PUSH THE 2 QUESTION MARK BOXES TOGETHER FOR 2 MELONS!



SNIFFING WHERE POOCHY INDICATES NETS YOU THE THIRD MELON FOR THE COURSE. NOW PUT THOSE EXCLAMATION MARK BLOCKS TO GOOD USE AND GET BACK INTO THE WATER!



OCEAN

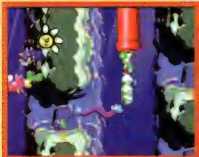


THESE JETS OF BUBBLES SEND YOU STRAIGHT UP TO THE TOP OF THE SCREEN—USUALLY INTO A SPINY FISH OR SEA URCHIN. WAIT UNTIL THE OYSTER CLOSES HIS LID BEFORE SWIMMING BY HIM.

AFTER NAVIGATING YOUR WAY THROUGH THE NEXT LABYRINTHINE PASSAGE, YOU ARE CONFRONTED BY ONE OF 3 HUGE SEA ANEMONE. THESE CREATURES ARE HOME TO COINS AND A MELON. SWIM AROUND THE TENTACLES TO GET THE COINS, AND WATCH THEIR MOVEMENT BEFORE GULPING THE MELON!



TO THE RIGHT OF THE SEA ANEMONE IS A YELLOW TUBE. SLIDING DOWN IT LEADS YOU TO ANOTHER UNDERWATER ROOM, WHERE A LARGE SCHOOL OF FISH CIRCLE AROUND, GOING FROM BACKGROUND TO FOREGROUND. MAKE SURE YOU GULP ALL OF THE MELONS (7 IN ALL!) THEY'RE CARRYING, AS WELL AS THE FISH THEMSELVES. FOR YOUR TROUBLES, YOU ARE REWARDED WITH THE FIRST SPECIAL HEART!



NAVIGATE THROUGH THE GRID OF SPINY FISH AND SEA URCHINS TO THE TOP OF THE CENTER COLUMN AND THE RED TUBE. THIS LEADS TO ANOTHER ISLAND AREA HOUSING WARP-CHAN #2, AN EGG BOX, AND A TIMER SWITCH.

THIS AREA IS ALSO INFESTED WITH BEE HIVES. THESE CREATURES CAN STOP YOU DEAD IN YOUR TRACKS UNLESS YOU SNIFF YOUR WAY UNNOTICED BENEATH THEM.



Page five

COURSE 5-2: LOTS O' FISH



AIM AN EGG AT THE BREAKABLE BLUE BLOCK, SMASHING IT AND HITTING THE TIMER SWITCH. NEXT SNIFF YOUR WAY UNDER THE HIVE AND FOLLOW THE STRING OF COINS TO 2 MORE OF THOSE PRECIOUS MELONS. DUE TO THE NUMBER OF HIVES IN THE PALM TREES, MAKE SURE TO KEEP YOSHI'S NOSE TO THE GROUND. DON'T WORRY! YOU HAVE PLENTY OF TIME TO MAKE IT TO THE END! BY THE WAY, A QUESTION MARK BALLOON HIDDEN BETWEEN THE HIVES HOLDS A WHITE SHY GUY FOR THOSE IN NEED!

SWIM CAREFULLY THROUGH THE NEXT SERIES OF DANGEROUS TUNNELS TO FIND THE SECOND SPECIAL HEART. THIS ITEM IS HIDDEN IN A LITTLE NICHE DOWN PAST THE OYSTER AND THE GREEN TUBE AT THE END OF THE PASSAGE. GRAB THE HEART AND EAT THE 3 MELONS THAT APPEAR IN THE TUNNEL BELOW. WATCH OUT FOR THE SWARM OF EELS!



SWIMMING THROUGH THE GREEN TUBE LEADS TO THE LAIR OF WARP-CHAN #3 AND ANOTHER 3 MELONS. STEAL THE FIRST FROM THE SHY GUY WHO MEETS YOU AT THE DOOR. THE OTHERS APPEAR WHEN YOU SMASH THE SWITCH BOX, WHICH IS FOUND BY SNIFFING AROUND THE SIGNPOST AT THE FAR RIGHT.



OCEAN



THE BLUE TUBE WAITING AT THE END OF THE NEXT SECTION LEADS YOU TO THE FINAL STRETCH OF THIS COURSE. MORE HIVES AWAIT, MAKING THE COLLECTION OF THE FINAL MELONS AND THE LAST SPECIAL HEART EVEN MORE CHALLENGING. SNIFF DURING THE BALANCE RACE TO AVOID THE BEES' WRATH, BUT FOR THE FINAL MELON, YOU'RE GOING TO NEED TO ATTACK THEM HEAD ON. HIT THE HIVE WITH AN EGG TO RELEASE THE FINAL MELON, BUT DON'T EAT IT UNTIL YOU'VE HIT THE QUESTION MARK BALLOON FLOATING ABOVE. THAT'S WHERE YOU'LL FIND THE THIRD SPECIAL HEART!

Melon Countdown

TIP

FINDING ALL 30 MELONS IS EASY IF YOU GO THROUGH ALL THE PIPES!

SCHOOL OF FISH: 7
RACE: 7
ENEMIES: 4
SWITCH/TIMER BOXES: 4
SECOND SPECIAL HEART: 3
SNIFF OUT: 3
QUESTION MARK BOXES: 2



COURSE 5-2: LOTS O' FISH



Page five

Course 5-3: Shy Guy Limbo

ON THIS COURSE YOU GET TO RUN BETWEEN THE BAMBOO POLES OF THE SHY GUYS' FAMOUS BAMBOO DANCING CORPS AS YOU DODGE SPIKED BALLS AND WATER DROPLETS. THE ACTION ON THIS COURSE IS VARIED AND REQUIRES THAT YOU SEARCH BOTH HIGH AND LOW (MOSTLY HIGH!) FOR ALL OF THE MELONS AND HEARTS.

COURSE 5-3: SHY GUY LIMBO



AT THE START OF THIS COURSE, YOU ARE ATTACKED BY LAKITU, WHO HURLS BIG SPIKED BALLS AT YOU FROM THE SAFETY OF HIS CLOUD. BEFORE YOU SMACK HIM WITH AN EGG, HOWEVER, MAKE SURE THAT YOU PICK UP THE 5 MELONS HE THROWS DOWN AS WELL.



STEPPING ON THIS SWITCH TRIGGERS A LADDER OF CLOUDS, WHICH LEADS TO A ... MISS WARP. SORRY.



THE BAMBOO DANCERS CART THEIR POLES UP AND DOWN THE COURSE TRYING TO TRIP YOSHI. THE FIRST FEW ARE EASY TO JUMP OVER AND AVOID, BUT LATER ON THEIR DANCES GET MORE AND MORE COMPLEX!



A QUESTION MARK BALLOON IS HIDDEN ABOVE THIS PARTICULAR EXCLAMATION MARK BLOCK. TOSSING AN EGG STRAIGHT UP IN THE AIR OR MERELY BUMPING IT WITH YOUR HEAD BRINGS IT OUT IN THE OPEN.



OCEAN



YOU CAN REACH THIS BLUE TUBE BY JUMPING STRAIGHT UP IN THE AIR OFF THE LAST EXCLAMATION MARK BLOCK AND LASSOING WHAT SEEMS TO BE THIN AIR WITH YOUR TONGUE. THE TUBE LEADS TO THIS COURSE'S MELON RACE, WHICH REQUIRES YOU TO PERFORM AN EXTENDED SUSTAINED JUMP ACROSS A SEEMINGLY ENDLESS FIELD. JUMP OVER THE START FLAG AND RIDE THE PUFF OF AIR TO THE TOP TO START.

SMIFF AND BREAK THE BALLOON FOR A DOUBLE HIT OF MELON-Y GOODNESS.



HITTING THE TIMER SWITCH WHEN IT APPEARS CAUSES THE FIRST SPECIAL HEART TO APPEAR FOR A BRIEF PERIOD OF TIME.

GOOD-BYE SUNNY SKIES AND HELLO RAIN! BE CAREFUL NOT TO LET THESE RAINDROPS GANG UP ON YOSHI.



SMIFF UNDERNEATH THESE 3 COINS TO RELEASE A SWITCH BOX. ONCE IT'S TRIGGERED, YOU HAVE A SHORT AMOUNT OF TIME TO JUMP TO THE TOP LAYER, WHERE 2 BALLOON-ENCASED MELONS AWAIT.



COURSE SECRET: SHY-GUY LIMBO



Page five



IF YOU NEED A WHITE SHY GUY TO RESCUE A CAPTURED YOSHI, HERE'S YOUR CHANCE!



DEFEAT THIS LAKITU IMMEDIATELY. THE WATER HE POURS MAKES IT DIFFICULT TO KEEP YOUR FOOTING ON SOME OF THOSE SMALLER SLICES OF LAND.



SNIFF AROUND THESE TINY PIE-SHAPED PIECES OF LAND TO GET A MELON AND THE SECOND SPECIAL HEART.



AIM YOUR EGG PRECISELY AT THIS FORMATION OF SHY GUYS, KNOCKING ALL 4 OUT OF THE SKY NETS YOU A MELON.



THIS CLOUD BANK IS EASIER TO REACH THAN YOU THINK. TWO MELONS ARE STORED UP THERE ALONG WITH THE THIRD SPECIAL HEART.



THE FINAL STRETCH OF THE COURSE IS THE MOST HAZARDOUS, WITH SEVERAL GROUPS OF BAMBOO DANCERS AND A COUPLE OF FLYING SHY GUYS VYING FOR YOUR ATTENTION. THE FINAL MELON IS SUSPENDED IN A BALLOON RIGHT WHERE YOU'RE GOING TO WANT TO JUMP. AND THE FINAL QUESTION MARK BALLOON? THAT'S WHERE YOU FIND MISS WARP #4!



Melon Breakdown

TIP

IT'S EASIER TO GET ALL 5 OF LAKITU'S MELONS IF YOU KEEP HIM OVER A SOLID PLOT OF LAND. ONCE A MELON HAS DROPPED OFF THE SCREEN, IT'S GONE FOR GOOD.

BALLOONS: 7
RACE: 7
LAKITU: 5
ENEMIES: 4
SNIFF OUT: 3
IN OPEN: 1
5 COINS: 1



OCEAN



Course 5-4: Shy Guy's Ship

WHILE YOSHI DOESN'T BECOME SEA-BOUND IN THIS COURSE, THERE ARE ENOUGH BOB-OMB BLASTING PIRATE SHIPS IN THE BACKGROUND TO MAKE HIM WISH HE WERE!



IF YOSHI MAKES CONTACT WITH ALL 3 OF THE GROUND AREAS BETWEEN THE FIRST AND FOURTH PIPES, A MELON "POPS" OUT OF THIN AIR BETWEEN PIPES 4 AND 5.



LOOK BEFORE YOU LEAP IN THIS AREA. THE PIRATE SHIP IN THE BACKGROUND REPEATEDLY SHOOTS OUT AN ATTACK FORCE OF BOB-OMBS THAT CAN KNOCK YOSHI RIGHT OFF THE SCREEN!



SOME OF THE MELONS ON THIS COURSE ARE TUCKED IN OUT-OF-THE-WAY PLACES. ONE SUCH MELON CAN BE FOUND BY USING YOSHI'S TONGUE TO CLIMB TO THE SECOND EXCLAMATION BLOCK AND SHOOTING THE QUESTION MARK BALLOON FOUND FLOATING AROUND UP THERE.



UNDER THE BUBBLE-ENCASED WATERMELON, YOSHI SHOULD BE ABLE TO UNCOVER THE LOCATION OF A HIDDEN MELON WITH HIS SENSITIVE NOSE.



THE FIRST SPECIAL HEART CAN BE FOUND BY BLASTING THE BLUE STONE BELOW THE SUSPENDED MELON. AFTER REVEALING THE HEART, THE BEST WAY TO COLLECT IT IS BY SHOOTING AN EGG AT IT. ADDITIONALLY, SNIFFING THE LAST BLUE STONE BLOCK REVEALS A HIDDEN MELON'S LOCATION.



Page five

COURSE 5-4: SHY GUY'S SHIP



ANOTHER HIDDEN MELON CAN BE RETRIEVED BY DESTROYING THE SECOND BLUE STONE ON THE TOP ROW. BE QUICK ABOUT IT, SINCE THOSE BOB-OMBS CAN BLOW AWAY THE ONLY PLACE LEFT TO STAND. NOTE: THE GAME'S LAST WHITE SHY GUY CAN ALSO BE UNCOVERED BY BLASTING THE FOURTH BLUE STONE ON THE TOP ROW.



SMIFFING AROUND THESE 2 AREAS NETS YOSHI 2 MORE MELONS.



IF YOSHI HITCHES A RIDE ON ONE OF THE GEESE FLYING AROUND, HE CAN STEAL THE MELON AWAY FROM THE FLYING SHY GUY.



THE TALL BLUE PIPE TO YOSHI'S RIGHT MARKS THE ENTRANCE TO THIS COURSE'S TIMED RACE.



ONCE YOSHI TRIGGERS THE QUESTION MARK BOX AND CROSSES THE STARTING LINE, IT'S A RACE AGAINST TIME TO SCALE UP THE SIDE OF THIS CLIFF USING THE SCATTERED EXCLAMATION MARK BLOCKS. YOU WILL MAKE GOOD TIME IF YOU START OUT ON THE LEFT SIDE OF THE COURSE.



OCEAN



A TOTAL OF 3 MELONS AND THE SECOND SPECIAL HEART CAN BE FOUND IN THIS COVE HARBORING 2 MORE PIRATE SHIPS.

RIDE THE GEESE TO GRAB THE MELONS FROM THE 2 FLYING SHY GUYS AND UNCOVER THE HEART FROM WITHIN THE STONE BLOCK SQUARE. JUMP DOWN TO THE BOTTOM TO GRAB THE LAST MELON, BUT KEEP A WATCHFUL EYE OUT FOR THOSE INCOMING BOMBS!



IT'S ANOTHER SNIFF-A-THON! WARNING: BE ON THE WATCH FOR INCOMING BULLETS WHEN YOSHI "ZOOMS IN" FOR A CLOSER LOOK.

"POUNDING THE GROUND" ON THE 2 BLUE STONE BLOCKS FOUND SUSPENDED IN THE AIR UNCOVERS AN ADDITIONAL 2 MELONS. SHOOTING THE BLOCK THAT THE SECOND CANNON IS RESTING ON UNCOVERS THE THIRD AND FINAL SPECIAL HEART OF THIS COURSE.

THIS MELON SHOULD BE EASY TO GRAB AS YOSHI PERFORMS A "FLY BY."



SEIZE THE LAST 2 MELONS BY POPPING THE QUESTION MARK BALLOON AND "POUNDING THE GROUND" NEXT TO THE POT.

Melon Breakdown

WHEN SNIFFING THE BLUE STONES, KEEP IN MIND THAT SOME MELONS HAVE TO BE POUNDED OUT, WHILE OTHERS ARE RELEASED BY BREAKING THE STONE WITH AN EGG.

TIP

RACE: 7
SNIFF OUT: 8
IN OPEN: 6
BALLOONS: 5
ENEMY: 3
BLUE BLOCK: 1



Yoshi's Story



75

COURSE 5-4: SHY GUYS SHIP

Page six

Page Six: Finale

ALL OF THE COURSES ON THIS PAGE HAVE ONE THING IN COMMON: THEY ALL TAKE PLACE IN BOWSER JR.'S CASTLE. EACH COURSE, HOWEVER, HAS A DIFFERENT THEME, PROVIDING NEW AND OFTEN DEADLY CHALLENGES TO THE PLAYER. ONCE YOU'VE CLEARED A LEVEL, YOU'LL GO UP AGAINST BOWSER JR. HIMSELF FOR THE FINAL BATTLE. MAKE SURE YOU'RE PREPARED!!!



MACHINERY IS THE THEME OF THIS CASTLE, AND YOU'LL FIND ENOUGH PISTONS AND GEARS HERE TO KEEP YOU VERY BUSY. WATCH THAT YOU DON'T GET SQUASHED!



IN THE CASTLE OF LIFTS, YOU'LL FIND YOURSELF FREE FALLING FOR MELONS, AS WELL AS JUMPING FROM PLATFORM TO PLATFORM WHILE BUZZ SAWS HUM OVERHEAD.



IF YOU THOUGHT THE BIRTHPLACE OF THE PIRANHA PLANTS WAS FUN, THEN YOU'LL ENJOY THIS HOME OF THE BOOS! THERE ARE MANY DIFFERENT TYPE HERE, BOTH FRIENDLY AND UNFRIENDLY!



HERE YOU GET TO RIDE A DRAGON THROUGH LAVA AND DODGE STREAMS OF MAGMA AS YOU MAKE YOUR WAY THROUGH CRAMPED AND TWISTED CORRIDORS. WHAT ELSE WOULD YOU EXPECT FROM THE CASTLE OF LAVA?

TIP



DON'T LET THE COURSE NUMBERS FOOL YOU! THE REAL ORDER OF DIFFICULTY (FROM EASIEST TO HARDEST) IS:

- COURSE 6-4
- COURSE 6-2
- COURSE 6-1
- COURSE 6-3





FINALE

Course 6-1: Mecha Castle

THIS MAY BE THE FIRST COURSE FOR PAGE 6, BUT IT'S DEFINITELY NOT THE EASIEST!! THE SURPRISE KNIFE BLADES AND PUMPING CYLINDER PISTONS REQUIRE PRECISE CONTROL AND TIMING IN ORDER FOR YOSHI TO SURVIVE THIS ORDEAL.



IN ORDER TO PROCEED ANY FARTHER, YOSHI MUST TIME HIS MOVEMENTS WITH THAT OF THE PENDULUM TO RAISE THE WOODEN DOOR TO THE RIGHT.



TOUCHING THE BOTTOM 3 STEPS REVEALS THIS HIDDEN MELON. GOBBLE IT UP!



USE THE EXCLAMATION MARK BLOCK TO HOIST YOSHI UP TO THE PASSAGEWAY ABOVE. LAUNCH AN EGG TO CLAIM THE FIRST SPECIAL HEART WHILE STAYING RELATIVELY FAR AWAY FROM THE MOVING BLADE.



YOU MIGHT WANT TO PERFORM A "DRY RUN" ON THE GEARS AND REMOVE ANY OBSTACLES LIKE THE 2 HOVERING SHY GUYS AND THE QUESTION MARK BALLOON FIRST. HIT THE OTHER SWITCHES TO INCREASE THE CLOCK TIMER AS YOU MOVE FROM GEAR TO GEAR. COMPLETE THE TRIAL BY CLIMBING THE EXCLAMATION MARK BLOCKS INTO THE SECRET ROOM LOCATED ABOVE.



YOSHI HAS SOMETHING TO BE EXCITED ABOUT. PERFORM A HIP DROP TO FIND A MELON.



Page six



BY CAREFULLY (AND QUICKLY) EDGING YOSHI TOWARD THE BLACK SHY GUYS, YOU CAN "TRICK" THEM INTO DROPPING THE SPIKED BLOCKS THEY'RE HOLDING ONTO. QUICKLY PASS UNDER THEM WHEN THEY BEGIN TO HOIST THEM BACK INTO THE AIR.



YOU MIGHT OVERLOOK THIS MELON IF THE BLACK SHY GUY DOESN'T MOVE TOO MUCH. USE THE "FIREWORKS" THAT EXPLODE FROM AN EGG BLAST TO TEMPORARILY ELIMINATE HIM AND GRAB THE MELON AFTER THE SPIKED BLOCK FALLS TO THE GROUND.



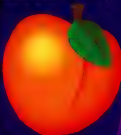
THE LAST QUESTION MARK BALLOON FLOATING IN THIS AREA YIELDS THE SECOND SPECIAL HEART.



IT'S JUST A WALK IN THE PARK TO CLAIM THIS MELON, AS LONG AS YOU DON'T GET CARRIED AWAY AND OVERLOOK IT.



RIDING THIS LOG HAS ITS ADVANTAGES. IF YOSHI MOVES OVER TO THE RIGHT WHILE MAINTAINING HIS BALANCE, A MELON WILL "POF" INTO EXISTENCE ON THE PLATFORM ABOVE.



FINALE



MISS WARP #2 LIES NAPPING HERE. THANKFULLY, YOU WON'T HAVE TO REPEAT THE SECTIONS PRIOR TO THIS POINT ONCE YOU WAKE HER. NEXT TO HER, A MELON CAN BE ACQUIRED AS WELL.



IF YOSHI RIDES THE ELEVATOR PLATFORM TO THE RIGHT OF MISS WARP #2, HE RUNS SMACK-DAB INTO THE LAST SPECIAL HEARTY ON THIS COURSE.



THE EASIEST WAY TO CROSS THIS COURSE SECTION IS TO WAIT UNTIL ALL 3 OF THE PISTONS CRASH TOGETHER AT THE SAME TIME. ONCE THEY OPEN AGAIN, JUMP THROUGH TO THE OTHER SIDE.

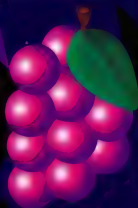
COURSE 6-1: MECHA CASTLE



JUST LIKE BEFORE, YOSHI CAN WAIT HERE FOR ALL THE PISTONS TO CLOSE AT ONCE BEFORE PROCEEDING. WHILE YOU'RE WAITING, SNIFF OUT THE HIDDEN MELON IN THE PISTONLESS SPACE.



THE TULIP WILL ALLOW YOSHI TO LAUNCH HIMSELF UPWARDS TO REACH THE POT TO THIS COURSE'S TIMED RACE. IGNORE THE TWO MELONS THAT ARE HANGING IN THE OPEN FOR NOW SINCE YOU'LL WANT TO START THE RACE WITH A TOTAL OF 5, 11, OR 17 MELONS.



Page six



WARNING: THIS RACE IS NOT FOR THE FAINT OF HEART! THE COMBINATION OF STABBING BLADES, BUZZ SAWS, AND SPIKE BLOCK-HOISTING BLACK SHY GUYS FOUND ON THIS RACE WILL TEST EVEN THE MOST EXPERIENCED PLAYERS. GOOD LUCK!!

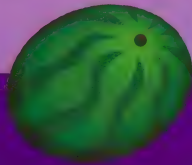


THE LAST HIDDEN MELON ON THIS COURSE CAN BE FOUND BY SNIFFING IN THE AREA SHOWN HERE AND THEN "POUNDING THE GROUND" TO UNCOVER IT.

Melon Breakdown

IF YOU'VE COLLECTED 5, 11 OR 17 MELONS (IN A ROW) PRIOR TO ENTERING THE VASE, GOBBLING THE MELON FOUND ABOVE THE INFORMATION BLOCK RIGHT BEFORE YOU START THE RACE WILL MAKE YOSHI "SUPER HAPPY," ALLOWING HIM TO COVER MOST OF THIS COURSE UNSCATHED!

IN OPEN: 11
BALLOONS: 7
TIMED RACE: 7
SNIFF OUT: 3



FINALE

Course 0-2: Lift Castle

COURSE 0-2 IS ACTUALLY ONE OF THE EASIER BOWSER JR.'S CASTLE COURSES. THE THEMATIC BUZZ SAWS, SUPER BALLS, AND BLACK SHY GUYS PRESENT IN COURSE 0-1 RETURN HERE AS WELL, BUT WITHOUT THE DISTRACTION OF BLADE TRAPS. ADDED TO THE MIX, HOWEVER, ARE THE VARIETY OF PLATFORMS AND RAILWAY SEGMENTS THAT MAKE UP THE COURSE'S NAME.



THE START OF THIS COURSE PRESENTS YOU WITH A CHOICE. WHETHER YOU GO RIGHT OR LEFT IS UP TO YOU ENTIRELY. TO THE RIGHT IS A TUBE THAT TAKES YOU TO MISS WARP #1, A SUNFLOWER, AND A DEAD END. THE AREA TO THE RIGHT IS FILLED WITH BUZZ SAWS ON VERY LOW TRACKS. TAKE CARE TO DUCK OR YOU'LL LOSE A LIFE QUICKLY!



CAREFULLY NAVIGATE UP THE PASSAGEWAYS TO THE LEFT MAKING SURE TO AVOID THE BUZZ SAW BLADES. WHEN YOU GET TO THE TOP, A QUESTION MARK BALLOON IS WAITING FOR YOU. DO NOT BREAK IT YET!! IT RELEASES A TIMER SWITCH, AND YOU WANT TO GET THE LAY OF THE LAND BEFORE ATTEMPTING ITS CHALLENGE.

THE FIRST 4 MELONS FOR THIS LEVEL ARE HANGING FROM VINES OVER BUZZ SAWS OR THOSE BOUNCY SUPER BALLS.

COURSE 0-2: LIFT CASTLE



Page six



ONCE YOU'VE PICKED THEM UP, YOU LAND ON AN AREA THAT IS PERPLEXING IN THE EXTREME. IT SEEMS STRANGE THAT THERE'S NOTHING FILLING UP THIS VOID. REMEMBER THIS AND HEAD BACK TO THE QUESTION MARK BALLOON WE FOUND EARLIER.



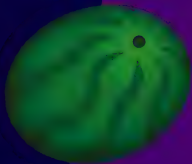
BREAKING THE BALLOON RELEASES A TIMER SWITCH. WHEN YOU STEP ON IT, A LINE OF COINS APPEARS ON THE FLOOR AND SEEMINGLY NOTHING ELSE. PICK UP THE COINS WHILE AVOIDING THE SAW AND THEN KEEP HEADING TO THE RIGHT.



WHEN YOU CROSS OVER THE SUPER BALL PLATFORMS, YOU'LL SEE ANOTHER TIMER SWITCH AND SOME NEW EXCLAMATION MARK BLOCKS. HIT THE TIMER AND JUMP UP THE EXCLAMATION MARK BLOCKS TO GET ONE OF 2 MELONS. THE SECOND ONE RESTS UPON THE TINY CLOUD ABOVE. GET IT BEFORE THE TIME RUNS OUT!



BEFORE YOU EXIT THIS PART OF THE COURSE, WALK THROUGH THE DOORWAY AND DEFEAT THE BAT TO GET THE KEY TO OPEN THE LOCKED DOOR AT THE BEGINNING. ONE SUCCESSFUL HIT WITH AN EGG WILL KILL HIM AND FREE THE KEY.



FINALE



WALKING THROUGH THE TUBE TAKES YOU TO THE LAUNCHING PAD INTO AN OPEN ROOM. WAKE UP MISS WARP #2 AND EITHER FLOAT DOWN WITH THE UMBRELLA OR BY YOUR OWN FORCE. THERE ARE 5 MELONS EITHER RESTING ON THE PLATFORMS OR SWINGING ON VINES, SO IF YOU'RE GOING FOR ALL 30 OF THEM, MAKE SURE NOT TO OVERLOOK ANY. WARPING BETWEEN MISS WARP POINTS ALLOWS YOU TO MAKE AS MANY DESCENTS AS NECESSARY. ALSO, THE FIRST SPECIAL HEART IS LOCATED IN A CORNER ALL THE WAY ON THE LEFT-HAND SIDE.



WITH KEY IN HAND AND A TOTAL OF 11 MELONS, HEAD BACK TO THE LOCKED DOOR AND ENTER THE NEXT STAGE OF THE GAME. THIS PART IS PRETTY EASY IN COMPARISON TO WHAT LIES AHEAD. MERELY AVOID BEING HIT BY THE STONE-BEARING BLACK SHY GUYS, AND YOU'LL REACH THE TUBE TO THE NEXT SECTION IN NO TIME AT ALL.

BEFORE YOU PROCEED ANY FARTHER, WAKE MISS WARP #3 AND GET READY TO MAKE LOTS OF DEATH-DEFYING HOPS. ONCE YOU'VE REACHED THE FIRST CLOUD PLATFORM, JUMP UP INTO THE AIR AND LOOK OUT OVER THE SUPER BALL PLATFORM FOR THE SECOND SPECIAL HEART. MAKE A LARGE LEAP (OR EGG TOSS) TO GET IT.

GULPING THE MELONS (7 IN ALL!) HANGING AROUND THIS BUZZ SAW-INFESTED AREA ISN'T DIFFICULT AS LONG AS YOU MANEUVER YOUR INFLATABLE PLATFORM CAREFULLY AND KEEP YOUR EYES OPEN.



COURSE 6-2: LIFT CASTLE



Page six

COURSE 6-2: LIFT CASTLE



CLIMBING ON TOP OF THIS EGG BOX REVEALS A HIDDEN QUESTION MARK BALLOON. THIS BALLOON CONCEALS ANOTHER TIMER SWITCH, WHICH IN TURN DISCHARGES 2 MORE OF THOSE PRECIOUS MELONS!



THE ONLY DIFFICULT PART ABOUT THIS BALANCE RACE IS THE END. GETTING PAST THIS WIND-BLOWING CLOUD ISN'T IMPOSSIBLE BUT IT DOES REQUIRE GOOD TIMING. MAKE SURE THAT YOU KEEP YOUR LOAD STEADY AND PRESS THROUGH RIGHT AS THE CLOUD INHALES!



THE THIRD SPECIAL HEART IS IN THE QUESTION MARK BALLOON SUSPENDED NEXT TO MISS WARP #4. PICK THAT UP AND THEN PREPARE TO BACKTRACK TO GET THE FINAL MELON FOR THIS COURSE.



ONCE AGAIN, POOCHY MARKS THE SPOT. OF COURSE, YOU KNEW THAT ALREADY!



Melon Countdown

TIP

MOST OF THIS COURSE'S MELONS ARE SWINGING OUT IN THE OPEN. WATCH OUT FOR THOSE PERILOUSLY PLACED BUZZ SAWS THOUGH; THEY'LL UNDO ANY HEALING YOU GET FROM THE MELONS!

IN OPEN (ON SWINGS/PLATFORMS): 16
RACE: 7
TIMER SWITCH: 4
BALLOONS: 2
SNIFF OUT: 1



FINALE

Course 6-3: Ghost Castle

PREPARE YOURSELF FOR THE MOST DIFFICULT OF THE FOUR PAGE 6 COURSES! THIS CASTLE IS INFESTED WITH DIFFERENT TYPES OF BOOS, FROM MOVEMENT-SENSING BLINDFOLDED BOOS TO HOARDS OF ITTY-BITTY ONES. YOU HAVE TO PROCEED CAUTIOUSLY THROUGH 10 SECTIONS TO PICK UP YOUR 30 MELONS, 2 KEYS, AND 3 SPECIAL HEARTS.



THESE BLINDFOLDED BOOS MAY NOT BE ABLE TO SEE YOSHI, BUT THEY CAN HEAR HIM. WALK SOFTLY UNDERNEATH THEM AND TRY NOT TO LET THEM HONE IN ON YOUR POSITION.



THESE 2 TUBES COME INTO PLAY WHEN YOU ENTER THE SECTIONS ACCESSIBLE IN THE NEXT AREA. EACH ONE HOLDS A HIDDEN MELON, WHICH YOU CAN SNIFF OUT NOW OR LATER WHEN YOU COME BACK THROUGH THEM.



YOU CAN LURE BLOCK BOOS INTO POSITION BY TURNING AWAY FROM THEM, WALKING TO WHERE YOU WANT THEM AND THEN TURNING AROUND. IF THEY KNOW YOU CAN SEE THEM, THEY'LL TURN BACK INTO BLOCKS. PRACTICE THIS NOW BECAUSE LATER ON THEY'LL BE ALL THAT STANDS BETWEEN YOSHI AND THOSE FIERCE BRIAR PATCHES!



THIS ROOM PLAYS A CENTRAL ROLE IN COMPLETING THIS LEVEL. IN IT YOU FIND AN EGG BOX, 2 LIFE-GIVING FLOWERS, 3 TUBES, AND 4 DOORS (2 LOCKED, 2 UNLOCKED). EVERYTHING HERE IS GUARDED ZEALOUSLY BY ONE LONE BLINDFOLDED BOO, BUT IF YOU CAN AVOID HIS ATTACKS, YOU SHOULD BE ABLE TO STOCK UP ON EVERYTHING WHEN YOU NEED.



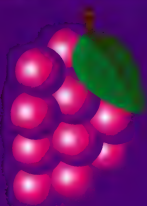
THE YELLOW TUBE IS CONNECTED TO THE BLUE TUBE IN THE FIRST HALLWAY BY AN UNDERGROUND CAVERN. WHEN YOU DROP THROUGH, YOU'LL FIND ONE OF 2 KEYS HIDDEN IN THIS AREA!



COURSE 6-3: GHOST CASTLE



Page six



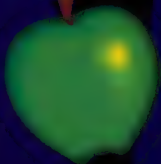
THE RED TUBE LEADS YOU TO THE DUMPING AREA FOR 3 OF THE 4 AREAS ACCESSED IN THE CENTER ROOM. DEFEAT THE BOOS WITH THE BURST RADIUS FROM AN EGG, AND SNIFF OUT THE HIDDEN MELON DURING ONE OF YOUR TRIPS HERE.



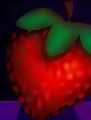
THIS DOOR TAKES YOU TO A SEEMINGLY INNOCENT-LOOKING HALLWAY. INNOCENT THAT IS UNTIL YOU NOTICE THE SWARM OF BABY BOOS GATHERING ABOVE YOUR HEAD. FOR THE MOST PART THESE LITTLE GHOSTS LEAVE YOU ALONE UNLESS YOU ATTACK THEM (INTENTIONALLY OR UNINTENTIONALLY). THEN EVERY SINGLE ONE OF THEM TURNS ON YOU. BE SURE TO COUNTER THEIR ATTACKS WITH BITES OF HEART FRUIT OR MELONS. THERE ARE 5 OF THEM IN THIS ONE AREA ALONE.



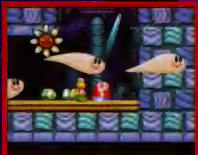
BEHIND THE LOCKED DOOR ON THE RIGHT, POOCHY BARKS EXCITEDLY AT A BROWN STONE. WHY IS NOT IMMEDIATELY APPARENT UNTIL YOU REACH A SIMILAR BROWN STONE BLOCK LATER IN THE COURSE. SNIFF IT, AND YOU'LL FIND THE FIRST SPECIAL HEART.



FINALE



BACK IN THE MAIN ROOM, A QUESTION MARK BALLOON IS NEXT TO THE EGG BOX. BREAKING IT REVEALS A SWITCH THAT IN TURN ACTIVATES A GROUP OF EXCLAMATION MARK BLOCKS LEADING TO THE GREEN TUBE AT THE TOP OF THE ROOM. THIS TAKES YOU TO THE HARDEST MELON RACE IN THE GAME! THE BOXES OF MELONS FALL VEEEEE-RRRRY SLOWLY AND THEN YOU HAVE TO CARRY THEM ACROSS SPIRAL RODS AND UNDER BLOCK-CARRYING BLACK SHY GUYS IN ORDER TO WIN.



THE UNLOCKED DOOR TO THE LEFT TAKES YOU TO A CHAMBER FILLED WITH BLOCK BOOS, BRIAR PATCHES, AND A GROUP OF FRIENDLY AND SOMEWHAT MORE SUBSTANTIAL GHOSTS. THESE TEAR-SHAPED CREATURES ARE HAPPY TO LET YOU WALK ON THEIR BACK SO THAT YOU CAN REACH CERTAIN OUT-OF-THE-WAY AREAS.

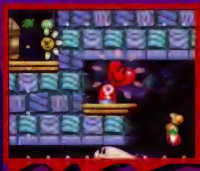
SMIFFING HERE REVEALS A SWITCH THAT ACTIVATES A SET OF PLATFORMS AND EXCLAMATION MARK BLOCKS USEFUL FOR NAVIGATING THROUGH THIS CHAMBER.



COURSE 4-3: GHOST CASTLE



Page six



GO TO THE RIGHT TO FIND ANOTHER SWITCH AND THE SECOND SPECIAL HEART. TO THE LEFT IS A BUNCH OF MELONS, THE WAY OUT, AND THE SECOND KEY!



IN THE FINAL ROOM, YOU FIND MISS WARP #4 AND A BUNCH OF BOOS AND BLACK SHY GUYS. THE GOING IS MUCH EASIER IF YOU TAKE CARE OF EACH BOO AS YOU RUN ACROSS HIM.



THESE 4 BLUE BLOCKS CONCEAL A MELON AND THE THIRD SPECIAL HEART.



GETTING THE LAST MELON IS TRICKY BUT NOT IMPOSSIBLE. WORK YOUR WAY AROUND THE BLACK SHY GUYS BY KNOCKING THEM OUT WITH AN EGG OR FORCING THEM TO DROP THEIR STONES, AND THEN RIDE THE SPIRAL RODS WHILE THEY RECOUP.

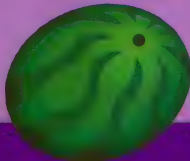


Melon Breakdown

Tip

THERE IS AT LEAST ONE MELON IN EACH PART OF THE COURSE. DON'T FORGET TO USE YOSHI'S NOSE TO FIND THEM ALL!

BALLOONS: 8
RACE: 7
IN OPEN: 6
SNIFF OUT: 4
BLUE BLOCKS: 2
COIN BOX: 2
5 COINS: 1



FINALE

Course 6-4: Magma Castle

THIS FINAL COURSE TAKES PLACE IN THE BOWELS OF THE CASTLE, WITH RIVERS OF LAVA RUNNING FREELY FROM PIPES AND A DRAGON RIDE OVER A LAVA-FILLED LAKE. FIRE ASIDE, THIS IS PROBABLY THE EASIEST OF THE PAGE 6 COURSES.



BEFORE YOU DO ANYTHING, MOVE YOSHI TO THE LEFT AND HAVE HIM WAKE UP THE MISS WARP FOUND ON THE OTHER SIDE OF THIS DOOR. IT WILL MAKE GETTING BACK TO THIS AREA MUCH EASIER LATER ON!



YOU HAVE TO RIDE THE DRAGON OVER THIS MOLTEN LAKE TO PROCEED ANY FARTHER IN THIS COURSE. UNLIKE THE DRAGON IN COURSE 3-1, YOSHI DOESN'T MOVE ALONG WITH THE DRAGON AND HAS TO SET HIS OWN PACE. BE SURE TO STOCK UP ON EGGS FIRST, SO YOU CAN CLAIM THE 3 MELONS IN THE QUESTION MARK BALLOONS ALONG THE WAY.



IT'S BEST TO SIT BACK AND GET A FEELING FOR WHEN THE LAVA POURS OUT BEFORE ATTEMPTING THE NEXT SERIES OF JUMPS.



HERE YOSHI CAN STOCK UP ON EGGS AND REPLENISH HIS SMILE METER IF HE'S FEELING LOW.



BLASTING THE BLUE STONE ALLOWS YOSHI TO ENTER THIS AREA AND CLAIM ANOTHER 2 MELONS WITH A SIMPLE EGG TOSS.



BE CAREFUL WHEN APPROACHING UNKNOWN AREAS! YOU NEVER KNOW WHEN A STREAM OF HOT MAGMA WILL COME POURING DOWN ON YOU!



COURSE 6-4: MAGMA CASTLE



Page six



IF YOU KEEP THE EGG TOSS EXPLOSION FROM DESTROYING THE BLUE BLOCK, YOU'LL MAKE THE TASK OF COLLECTING THE 5 COINS THAT WILL BURST FROM THE QUESTION MARK BALLOON A WHOLE LOT EASIER!



FOLLOW THE VISUAL CUE FROM THE ARROW OF COINS. THEY SHOW YOU THE DIRECTION TO SHOOT AN EGG TO GET ANOTHER MELON!



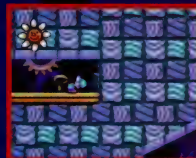
YOSHI HAS TO ACT QUICKLY OR HE'LL GET BURNED BY THE STREAMS OF LAVA. BLAST THE BLUE STONE TO GET THE FIRST SPECIAL HEART AND YOURSELF OUT OF THE WAY OF THE LAVA FLOWS.



WHILE THE VASE LEADS YOSHI INTO ANOTHER SECTION OF THE COURSE, BE SURE NOT TO FORGET THE MELON HIDDEN WITHIN THE QUESTION MARK BALLOON IN THE ROOM TO THE RIGHT!



YOSHI HAS TO NAVIGATE OVER AND UNDER BUZZ SAWS AND SWINGING MACES TO MAKE IT TO THE OTHER END OF THIS COURSE. THERE ARE 4 MELONS TO BE HAD HERE, SO MAKE SURE YOU GET THEM ALL!



THIS CORRIDOR BECOMES A LITTLE TOO CLOSE FOR COMFORT. YOU HAVE TO ENDURE THE BUZZ SAW'S TEETH IN ORDER TO ACQUIRE THE MELON THAT APPEARS BEHIND YOSHI AFTER HE REACHES THE OTHER SIDE.



FINALE



YOU HAVE TO MOVE VERY CAREFULLY IN THIS SECTION OF THE COURSE. AS IF THE IRREGULARLY TIMED MOVEMENTS OF THE FLAMING POT-PUSHING SHY GUYS WEREN'T ENOUGH, THE BUZZ SAW BLADES JUST ABOVE PUSH YOUR CRAWLING SKILLS TO THE MAX! COMPLETE THE TRIAL AND SNIFF OUT THE LOCATION OF A HIDDEN MELON AS SHOWN ABOVE.

THE SIZES OF THE ROOMS HOUSING THESE GRINNING RUBBER BALLS BECOME SMALLER AND SMALLER. PICK UP THE MELON IN EACH ONE, BUT DON'T LET IT DISTRACT YOU FROM GETTING ACROSS THE ROOM UNINJURED.



USE THE SUNFLOWER IN THIS ROOM TO REGAIN ANY LOST HEALTH AND THEN START PUSHING SOME BOXES TOGETHER TO GATHER THE MELONS WITHIN THEM! ONE OF THE BOXES CAN BE SMASHED WITH A HIP DROP TO CLAIM ITS MELON. YOSHI POINTS THAT ONE OUT TO YOU. PUSH TOGETHER THE 2 PAIRS OF QUESTION MARK BLOCKS SHOWN IN THE IMAGES ABOVE. THAT LEAVES ONE MORE PAIR TO COMBINE TO CAPTURE ALL 4 MELONS THAT ARE HIDDEN WITHIN THEM!

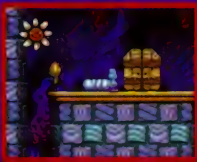
COURSE 6-4: MAGMA CASTLE



Page six



ANOTHER TIME-CONSUMING AND STRESS-FILLED SLOW CRAWL REWARDS YOSHI WITH THE SECOND SPECIAL HEART.



REMEMBER THE VERTICAL CORRIDORS WITH THE 2 SIGNS POINTING DOWN? THEY LEAD TO THIS AREA WHEN YOSHI CAN COLLECT THE KEY THAT OPENS THE LOCKED DOOR NEAR THE START OF THIS COURSE. EACH SLUG WILL TAKE 3 GOOD SHOTS TO THE FACE BEFORE GOING DOWN. IF YOU RUN OUT OF AMMO, JUST USE THE TULIP TO SHOOT BACK UP THE TUNNEL AND GRAB SOME MORE FROM THE EGG BOX LOCATED UP THERE.



TO FIND THE FINAL MELON, USE MISS WARP TO JUMP BACK TO MISS WARP #1, THEN MAKE YOUR WAY TO THE LEFT END OF THIS CORRIDOR. THE THREE COINS HANGING IN THE AIR POINT OUT THE LOCATION A HIDDEN MELON. SNIFF, "POUND THE GROUND" AND THEN GRAB IT! THE KEY WILL UNLOCK THE OMINOUS DOOR ON THE LEFT.



THE THIRD AND FINAL SPECIAL HEART WILL BE YOURS ONCE YOU DEFEAT THE 4 BATS IN THIS ROOM THAT ARE ANTAGONIZING POOCHY.



Melon Breakdown

BALLOONS: 11
IN OPEN: 8
PUSH BOXES TOGETHER: 6
SNIFF OUT: 3
SHOOT EGG: 1
5 COIN CHALLENGE: 1



FINALE

Course 6: The Final Battle with Bowser Jr.

NO MATTER WHICH COURSE YOU COMPLETE ON PAGE 6, YOSHI ENDS UP HERE TO DO BATTLE WITH THE THIEF OF THE SUPER HAPPY TREE. THE ONLY REAL DIFFERENCE IS THE NUMBER OF WORMS THAT ARE FLYING AROUND; ONE WORM FOR COURSES 1 OR 2, AND 2 WORMS FOR COURSES 3 OR 4. THE PRESENCE OF THE SECOND WORM INCREASES THE LEVEL OF DIFFICULTY BY REDUCING THE AMOUNT OF "OPEN AIR" THAT YOSHI HAS TO LAUNCH THE EGGS INTO.



AFTER A BRIEF TAUNT, BOWSER JR. TAKES TO THE SKY BY JUMPING UP AND RIDING AROUND ON THE WORM(S) AND SENDING DOWN CLOUDS OF FIERY BREATH AT YOSHI. USE THE EGGS TO REMOVE BOWSER FROM THE SKY WITH THE SHOWER OF "FIREWORKS" THEY LEAVE AFTER EXPLODING OR BY STRIKING HIM WITH A FALLING STALACTITE FROM THE CEILING ABOVE.



OTHERWISE, THE RESILIENT SKIN OF THE FLYING WORMS SIMPLY DEFLECTS THE EGG AWAY HARMLESSLY. THREE SUCCESSFUL HITS UNSEATS HIM FOR GOOD AND ALLOWS YOSHI TO CONTINUE THE BATTLE ON EVEN GROUND.

ONCE BOWSER IS BOUND TO THE GROUND, ONLY ANOTHER THREE HITS FINISHES HIM OFF. IF YOSHI RUNS OUT OF EGGS, HE CAN MAKE USE OF THE PARACHUTING BOB-OMBS THAT WANDER ABOUT BEFORE SELF-DESTRUCTING. JUST BE CAREFUL WHEN USING THE BOMBS AS AMMUNITION, SINCE THEY REBOUND AFTER HITTING THE SIDE WALLS INSTEAD OF EXPLODING.

AFTER YOU SUCCESSFULLY HIT THE KOOPA KID A SIXTH TIME, A GROUP OF PROPELLER SHY GUYS COMES IN AND EVICTS BOWSER JR. FROM THE CASTLE BEFORE THE ENDING COMMENCES.

Note

TARGETING THE EGG SHOTS IS EXTREMELY IMPORTANT. IN ORDER TO SUCCESSFULLY SCORE A HIT ON LITTLE BOWSER, YOU NEED TO LEAD YOUR TARGET SO THAT THE EGG CAN REACH ITS DESTINATION AND DETONATE INTO A SHOWER OF SPARKS.

TIP

IF YOSHI GRABS THE HEART FRUIT FROM THE TREE OF MIRTH, HIS EGG SUPPLY IS LIMITLESS WHILE THE SMILE METER IS IN HIGH GEAR.



CONGRATULATIONS, YOU'VE COMPLETED THE GAME AND RESTORED THE SUPER HAPPY TREE TO YOSHI ISLAND!! NOW, TRY FOR A HIGHER SCORE!!



Page six

Secrets and Surprises!

AS YOU WOULD EXPECT, THE AMERICAN AND EUROPEAN VERSION OF YOSHI'S STORY CONTAINS SOME SPECIAL FEATURES THAT MAKE IT DIFFERENT FROM ITS JAPANESE COUNTERPART. FIRST AND MOST IMPORTANT ARE THE COIN LETTERS THAT APPEAR AT CERTAIN STAGES OF EACH COURSE. THESE ARE PLACED AT STRATEGIC, MELON-COLLECTING POINTS AND ARE REVEALED BY EATING A PIECE OF HEART FRUIT.



READING BETWEEN THE LINES, YOU'LL FIND THAT THE MAJORITY OF THESE LETTERS ARE HIDDEN AT THE END OF MELON RACE WHERE YOU ARE ALMOST ASSURED OF FINDING THE 6 PIECES OF FRUIT NEEDED TO TRIGGER THE APPEARANCE OF A HEART FRUIT. IN THE FIVE COURSES WHERE NO MELON RACE EXISTS (COURSE 2-3, COURSE 2-4, COURSE 3-1, COURSE 4-1, COURSE 5-4), YOU'LL FIND THE LETTER HIDDEN IN AN AREA WHERE THERE ARE MANY MELONS NEARBY. IN COURSE 2-3, THE LETTER IS HIDDEN NEXT TO THE 5 COIN BALLOON (MAKE SURE THAT THE MELON THAT APPEARS IS THE 6TH, 12TH, OR 18TH YOU EAT!). COURSE 2-4'S LETTER CAN BE FOUND IN THE ROOM OF 7 QUESTION MARK BALLOONS. YOU'LL HAVE TO SCALE THE CLOUDS IN A RACE AGAINST TIME FOR COURSE 3-1'S LETTER. IN COURSE 4-1, YOU'LL ONCE AGAIN HAVE TO COORDINATE YOSHI'S FEEDINGS WITH THE MELONS IN THE SPIDER BUNGALOW. COMBINING QUESTION MARK BOXES IN A CERTAIN CHAMBER IN COURSE 5-4 WILL NET YOU THE FINAL LETTER. AFTER YOU'VE FOUND ALL 24 LETTERS, STRING THEM TOGETHER IN THE ORDER OF PAGE NUMBER AND YOU'LL FIND A MESSAGE FROM THOSE GRATEFUL YOSHIS!

TIP



IF YOU CAN'T WAIT, YOU'LL FIND THE ANSWER HIDDEN AT THE BOTTOM OF PAGE 49 IN THIS GUIDE!



THE OTHER BIG SECRET IN THIS GAME IS ALSO COIN-RELATED. IF YOU STRIVE TO COLLECT 30 MELONS IN EVERY COURSE, ALONG THE WAY YOU'LL FIND HIDDEN CACHES OF COINS WHICH APPEAR WHEN YOSHI IS SUPER HAPPY FROM EATING A HEART FRUIT. EVERY ONCE AND A WHILE, THESE SECRET LINES OF COINS WILL SKETCH OUT A PICTURE FOR YOU!



Get to the

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-  Strategy for beating every boss, including Bowser Jr.
-  Sniff out every Heart, Melon, and White Shy Guy
-  Get your tongue on every secret
-  Find the elusive Black and White Yoshis

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